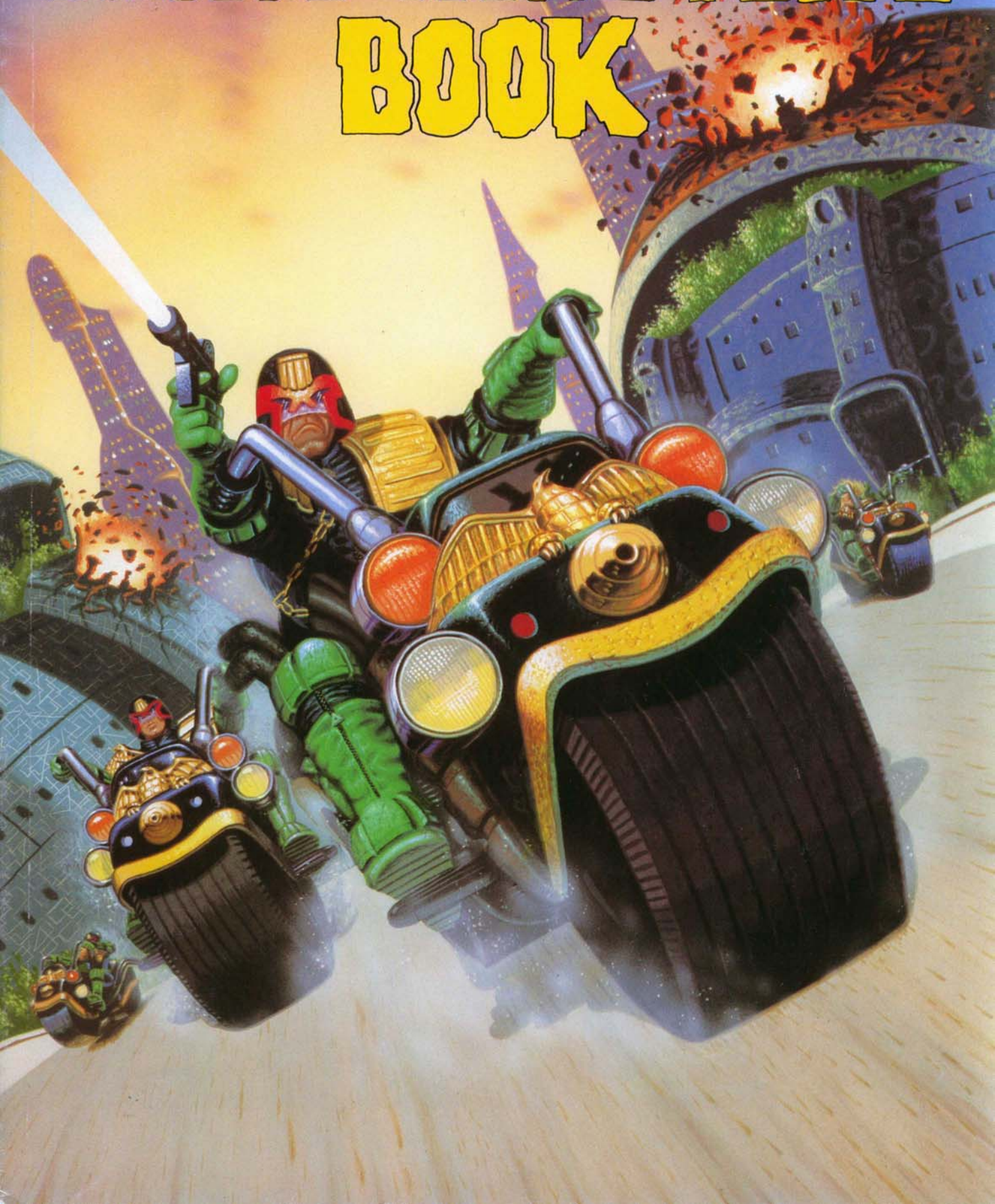


GAME MASTER'S BOOK



JUDGE DREDD THE ROLE-PLAYING GAME

GAME MASTER'S BOOK



CREDITS

Game System & Original Design: Rick Priestley

Game Background & Editing: Marc Gascoigne

Additional Material: Albie Fiore, Ian Marsh, & Tony Watkins

Thanks to: Bryan Ansell, Jerry Brown, Stuart Dowsey, Charles & Mark Elliot, Anthony Epworth, Richard Halliwell, Jason Kingsley, Ian Livingstone, John Manders, Barney Sloane, John Stallard, Ben Tate, Steve Williams, The Players' Guild, and all playtesters.

Graphics & Layout: Mark Bentham & Angus Ryall

Additional Layout: Shelagh Dwyer & Anna Panetta

Typesetting: Marc Gascoigne

Playsheets: Brian Cumming

Box Artwork: Terry Oakes (front), Brian Bolland (rear)

Book Artwork: Mark Benthon (rear)

Interior Artwork: Brian Bolland, Steve Dillon, Brett Ewins, Carlos Ezquerro, Dave Gibbons, Ian Gibson, Cam Kennedy, Mike McMahon, Kim Raymond, Cliff Robinson, Robin Smith, Ron Smith, Colin Wilson

Artwork Selection: Mark Bentham & Marc Gascoigne

Produced by Angus Ryall for Games Workshop Ltd.

Judge Dredd is copyright © 1985 IPC Magazines Ltd.
Used by permission.

Copyright © 1985 Games Workshop Ltd.

All rights reserved. Printed in Great Britain.
No part of this book may be reproduced in any form or by any means without permission from the publishers.

All queries or comments on this product should be directed to:
Marc Gascoigne, Rolegames Editor, Games Workshop Ltd,
Chewton Street, Hilltop, Eastwood, Notts, United Kingdom.
Please enclose an SAE or 2 IRCs if you require a reply.





1: INTRODUCTION	4
2: GETTING STARTED	12
<i>Firefight — On a hot summer's night ..</i>	<i>42</i>
3: EXPANDING THE ADVENTURE	28
4: PERPS & CRIMES	46
5: SECTORS & CITY BLOCKS	62
6: PEOPLE, PLACES & PRODUCTS	69
7: OTHER DATA	86
<i>The Ultimate Crime of Tony Thermo .</i>	<i>118</i>
Index	126

1: INTRODUCTION



This book is for the Game Master — the person who officiates over the game for the other players. It will not tell you how to play the game: the rules are in the *Judge's Manual*. Instead, the *Game Master's Book* has advice and explanations on *running* a game for a group of players. This means that as the Game Master, you present the adventure to your players, in their guise as Mega-City Judges. You do not normally play a Judge character yourself, and usually sit slightly apart from your players, perhaps behind a cardboard screen to hide the details of the adventure you have designed for them, until you choose to reveal it.

A Game Master usually decides, before the adventure starts, upon a plot the Judges will have to investigate, and maps out the areas it will take place in, the people involved and so on. When he runs the game, he will reveal these details to the players only if or when they encounter them.

When, for example, they enter a Shuggy Hall, it is you, as the Game Master, who tells them who they see, what they are doing, and where these people are standing. When one of the suspects tries to make a run for it, and the Judges shoot at him, their players roll the dice to see whether their shots hit. When he stops to fire back, however, you roll the dice for him (since a GM plays all the people the players encounter). And when the perp runs out the door, he does so because you know that there is a Robo-taxi going by, just so he can jump in it and escape the Judges (for now) — because *you* planned the adventure and set all this up before the game started. This is the sort of thing a Game Master does, and this book will help you to do it.

Using These Books

Hopefully, if you have progressed even this far, you will have already read the *Judge's Manual*, and be quite familiar with its contents. If you haven't, you should. It has all the vital rules that are used when playing *Judge Dredd*, from

creating Judge characters to killing them, and all things in between. During the course of an adventure, everyone, including you, will have access to its contents, though most players will make do with the playsheet. At certain times during the game, you may prohibit the players from referring to the *Judge's Manual*; if unsure what equipment to use in a crisis, for example, where the Judges are pushed for time, and would not be able to pick up a reference manual in 'real life'. From now on, we will assume that you *have* read, and are familiar with the *Judge's Manual*.

The *Game Master's Book* (this one!) is not intended for general access. Whilst there isn't any need to rule that players *mustn't* read it, it is probably better if they didn't. Most of it isn't particularly useful to them anyway, being primarily concerned with background information on scenario design. Of the material that might be of interest to a player, much of it will spoil their game for them if they learn of it (and in any case, anyone role-playing properly shouldn't use information their characters haven't been told). Whether you allow your players to read this book or not, you should not allow them to read *Firefight* or *The Ultimate Crime...*, the introductory adventures included in this book, if you intend running them for your players.

The organisation of this book is quite straightforward. These first few chapters will deal with the general guidelines for designing and running your own *Judge Dredd* adventures and campaigns. Included in the latter part of this section are elaborations and expansions of some of the rules from the *Judge's Manual*; these are here because they cover subjects which your players won't need, but you will, such as in the running of non-player characters (people your players meet, which you play), for example. The second half of the book covers a wide range of source material, which you may use in your adventure designs, and also gives details of common items like guns, vehicles and robots, using the standard 'profile' format introduced in *Chapter 3* of the *Judge's Manual*.

You should read this book quite casually at first. Much of it isn't as immediate as the *Judge's Manual*, and there is no need to learn it off by heart. Once you have skimmed through it a couple of times, you should at least be aware of where to find a particular reference when you need it. Much of the contents of the *Game Master's Book* will be used *between* play sessions, rather than during them, when you plan the adventure for your next game. A good working knowledge of the Game Master's additional rules, and the basic way in which to run a game, will be sufficient to help you through the first few adventures. As you run a few adventures for your players, you will quickly become much more experienced at being a Game Master. You will need to refer to both rulebooks less and less, and games will get quicker and more and more exciting; all it really takes is a bit of practice.

THE GAME MASTER

There are basically two things a Game Master (or GM for short) does. Before a game, he or she prepares an adventure, noting down all the relevant details, drawing up maps, and so on. And then when it comes to playing the adventure, the GM will set the scene for the players (who are playing Judges, of course), and present it to them piece by piece as they go along. Whenever they make an action, he will inform them where they are, what they can see, whether their shot has hit, and so on, through to the climax of the adventure (and hopefully the solving of the case!).

Before anything can happen, you must sit down and work out an adventure, a case for your Judges to solve. Each particular adventure design is called a 'scenario'; a number of scenarios may be joined together, over a number of gaming sessions and using the same Judges, into an extended 'campaign'. There is a section giving advice and guidelines on designing scenarios and campaigns later in this chapter.

To show you how it is done, and by way of an introduction to playing the game, there are also two ready-to-play scenarios included later in this book. *Firefight* is a very basic shoot-out, designed only to make everyone familiar with their characters, the way dice are used, and the Arrest rules. The other adventure, *The Ultimate Crime of Tony Thermo*, is much more involved, and will require more than just strength of firepower to crack.

Equipped with a scenario, you and your players can then start playing. Before anything can take place, however, there must be some Judges! Some adventures may require pre-determined characters (if the scenario calls for Judges with special skills, for example), but they will generally be rolled at the start of a session. In a campaign, however, Judges can be carried over from one game to another, and each scenario will be just one episode in a long-running career. *Chapter 2, Getting Started* covers beginning play in more detail.

Play then commences, with the GM verbally sketching the setting of the adventure, and the starting situation of the players. As play continues, the Judges tell you what they are doing, and you respond with the results of their actions. The following is a sample of play, showing the sort of dialogue that exists between a GM and his players.

EXAMPLE OF PLAY

In this game, there are four Judges and their GM.

Judge Barrie is tall, strong, and very good in a fight. His quick-thinking accuracy and exceptional skills make him ideal as Team Leader.

Judge Edmondson is a dependable all-rounder, being above-average in all fields. She is a typically reliable, efficient Judge.

Judge Mayall is dextrous but erratic, and sometimes has trouble controlling his enthusiasm. As a newly-qualified Rookie he is the youngest member of the team.

Psi-Judge Ullman is a typically irreverent psyker, known for her special mind-reading (*Detect Intent*) ability. Her wise-cracking keeps the team in a good frame of mind, however, no matter how tough the going gets.

On a typical daily patrol through Sector 282, Barrie's team have been called by MAC to the Eastway Shoplex, where the notorious Bemmo Gang are apparently running riot...

GM: As the four of you roar up on your Lawmasters, all you can see is a large crowd of frightened citizens rushing away from the central plaza of the complex. Many of them appear to be covered in splashes of gunge, as though someone has been pelting the crowd with an assortment of food!

In front of you, the plaza runs into the complex, flanked on either side with large stores. The crowds of fleeing citizens are pushing past you, and for safety's sake, you will have to go ahead on foot.

Judge Barrie: Before we advance up the plaza, I'm going to grab one of the citizens and ask him what's going on.

GM: As a citizen runs past you, you grab his arm. He starts, but is reassured when he sees that you are a Judge. He is short and thin, dressed in a common blue day-shine jacket, baggy khaki Civ-at-B&A trousers, and the ubiquitous street creepers. On his head is a soft peaked cap, with the word 'Chuck' embroidered upon it. You rate him at about age 28, 1m 65, and 55 kilos.

Judge Barrie: 'What's going on, citizen?'

GM: 'It's the Bemmo Gang, Judge,' he says. 'They're drunk, running around the plaza throwing food at people.'

Judge Ullman: 'Sounds like a good way to attract a Judge's attention!'

Judge Barrie: We start to run up the plaza, towards the source of the trouble.

GM: As you approach the ornamental fountains that decorate the centre of the plaza, the fleeing crowd thins out past you. Suddenly, you hear the report of a carbine! (*The GM rolls a die*) Mayall, a shell has just zipped past your left shoulder, clipping your pad.

Judge Edmondson: Where did the shot come from?

GM: You thought you saw a flash from behind the statue in the centre of the fountain.

Judge Barrie: 'Spread out everybody.' As we open out, we keep looking around the plaza. What else can we see?

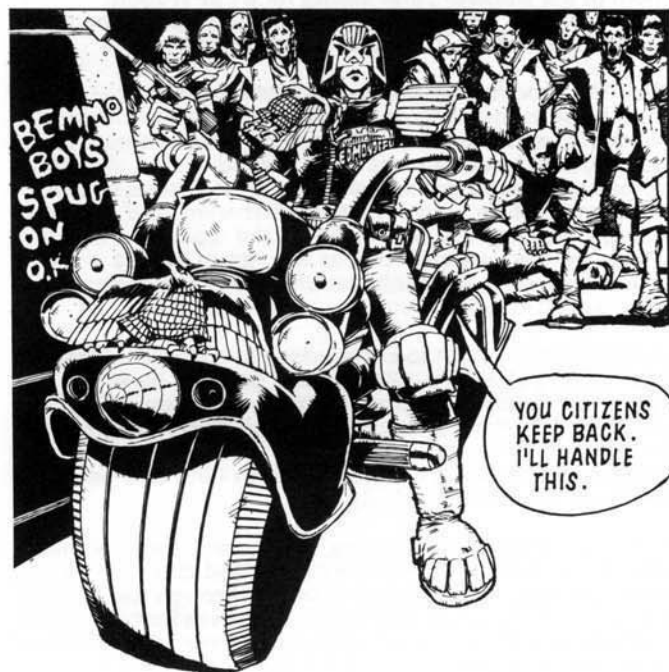
GM: The central section of the plaza is an open paved area, surrounding a fancy circular stone fountain with a statue of Abraham Lincoln (a famous historical figure) in the middle. Everywhere is littered with rubbish — mostly food. A few block buggies stand idling, abandoned by their owners. Just off the plaza is Hyperscoff, a recently opened food market. Its plasteen windows are shattered, and food lies all around the entrance. There isn't anyone in clear view, but you think you can see some shapes moving inside the store.

Judge Barrie: 'Ullman and Edmondson take the creep with the rifle. We'll do some shopping!'

GM: OK, you two (*looking at Edmondson and Ullman's players*), what are you going to do?

Judge Edmondson: Is there any cover between here and the fountain?

GM: Not much. There is a block buggie lying on its side about 4m to your left, and there's a group of bench-seats over to the right, about 10m away. You think you see the snout of a spit carbine poke around the edge of the statue area.



Judge Ullman: 'Move it Edmondsen!! I'll cover you!' I draw my Lawgiver pistol; it's set on GP ammo.

Judge Edmondsen: I start to run to the right, trying to get to the bench.

GM: A shot rings out from behind the statue. *(Rolls dice)* A bullet smashes into the bench as you duck behind it. From your new position, the fountain is about 6m away, and you can just make out the ragged form of Clive Bemmo, who is struggling with the rifle and cursing.

(The team has met the Bemmo Gang before. They are the GM's favourite villains, and have been encountered in a bank raid and a kidnapping in earlier adventures. Clive, they know, is a vicious killer, noted for his penchant for shooting people but not for his intelligence.)

Judge Ullman: I'm fitting a Heat Seeker to my Lawgiver and Aiming it in the general direction of the statue.

Judge Edmondsen: Seeing her do this, I call out to Bemmo. 'Give up now, Bemmo, before it's too late!'

GM: Bemmo finishes struggling with the spit carbine. *(Rolls dice to see whether the perp will surrender.)* He's worked out how to reload it, and raises it to fire at Edmondsen. 'You should know by now, Judgey; Bemmo boys don't surrender!!' he snarls, spitting into the water beneath him.

Judge Ullman: 'That's too bad creep! Hotshot!!' I fire my Lawgiver *(rolls dice)* — I hit him!

GM: *(Rolls for location of hit and wound.)* You hear a cry, as the bullet scrapes his stomach, and then a splash! Bemmo has been thrown backwards, and fallen from the statue's parapet into the fountain. Don't forget to cross that shell you just used off your tally.

Judge Edmondsen: Lawgiver at the ready, I rush over to the fountain to arrest the creep.

Judge Ullman: I'm there too!

GM: OK. Meanwhile, on the other side of the plaza... What are Barrie and Mayall doing while this is going on?

Judge Barrie: While those two have been sorting out Clive Bemmo, I've been reporting back to Control, informing them of the situation, and asking for a Pat-Wagon.

Judge Mayall: And I've been peering in through the doors of the food market, looking at what's inside.

GM: The food market looks empty at first sight, but what a mess! The auto-swing doors are smashed, like the store's windows, and shards of plasteeen lie everywhere. All the way around the entrance is a trail of food — spilt, shredded, pulped, squashed and smeared. Inside the store, it is much the same picture, with overturned shelves and wayward trolleys littering the aisles. From the back of the store, where the various staff offices are, there comes a man's scream, which is suddenly cut off, as though gagged. The store is well lit; you cannot see anyone in there.

Judge Barrie: I shout to Edmondsen and Ullman. 'Hey you two — find out what's going on and get over here!'

Judge Edmondsen: I grab Bemmo, pull him out of the water, and twist his arms up behind his back, ready for cuffing.

Judge Ullman: And I'll concentrate on him, and see if his mind can tell us what he's up to...

GM: His mind is disgusting, really sick, full of nasty memories of all the evil he has committed. But after a short while, Ullman, you manage to break through the horrible confusion of thoughts, and read his motives for being here. *(GM passes Ullman a note, prepared earlier, with details of what she has discovered, in Clive Bemmo's brain.)*

Judge Ullman: 'The others — Killer Keef and Red Stripe — are inside. It's a set-up, a trap to try and get us. They've got a stub gun in there! But I think they've been hired by someone else, I don't know who — the gang never met him; it's all dark there.' I shudder, and say that's all.

Judge Edmondsen: I'm cuffing the perp to the railing around the fountain. 'The Pat-Wagon should be here soon. Let's sort out the other punks before they get here!'

And so the case continues. When, or rather if, the Judges capture the Bemmo Gang, they will then have to try and discover who has hired them, and why he wants to kill the four of them. There's certainly worse to come for Judge Barrie and his team...



This constant interplay between you and the players is what keeps the game flowing. Everything they know about the situation they're in is derived solely from what you have presented them, and so it must be detailed, but not boring. Of course, the scene-setting can also include a more visual display, using maps, floor plans and model figures. These can help many players, particularly inexperienced ones, to imagine what is going on, and you should be familiar with their use.

Tools of the Trade

As detailed in *Chapter 1* of the *Judges Manual*, there are a number of accessories which will be useful, to a greater or lesser extent, when playing a *Judge Dredd* adventure. These can include dice, miniature figures and models, maps, floor plans, and so on.

Dice

If you are unfamiliar with the polymorphic (many-shaped) dice included with this game, the section on reading them in the *Judge's Manual* should be read in conjunction with this one. Since a Game Master controls most of the random elements of the game, and imposes rules and die rolls on to the actions of his players, these dice can be very important. They are your tools, and used well can add greatly to the feel of the game.



When you run your first few scenarios with new or inexperienced players, you will invariably find that the die rolling slows down the action a little, as you all look up the appropriate charts, cross-reference the appropriate number, and check all the modifiers. With just a little practice, however, die rolling will become almost unnoticeable, and your scenarios will flow quickly and smoothly.

In the right hands, the dice can prove very useful. For example, if a player sees you rolling a dice, without your saying what you are rolling for, he will get suspicious — tension can be built very easily using this sort of device, as the players (if not the characters) are led to believe that something is going to happen to them. Such tricks will become apparent to you as you progress; they should be used sparingly, however, or they won't be effective.

There will come times when you will have to roll the dice in secret. Such occasions include listening at a door, spotting a hidden item, and so on (these are noted in their appropriate places in the *Judge's Manual*). In such instances, the die roll is made by you, rather than the player, and in secret, because the player should not know whether they haven't detected it, or that there isn't something there to be detected.

For example, Judge Watkins is patrolling through a shopping plaza, when he passes a group of punks standing chatting in a group. He has a Spot Hidden Weapon special ability; this is applied by the GM, and he cannot ask for it to be checked against. The GM, knowing one of the punks has a stub gun up his jumper (!), remembers Watkins' ability, and secretly (and rather discretely!) rolls a die against the Judge's Street Skill. The attempt fails, and Watkins strolls by, completely unaware that anything has been checked against.

There will always be times when the rules don't cover a particularly weird situation that the player is trying to cope with. It is obviously impossible to include sections on 'Shooting a gun out of someone's hand whilst falling from an upside-down H-Wagon with your boots on fire' and the like. In such instances, you will have to make a ruling for your players. The easiest way is to express the chance as a percentage (maybe basing it around an appropriate Skill or Initiative) and roll a D100. You can modify this to make the attempt easier or harder, depending upon the situation. Shooting a gun out of someone's hand is a comparatively easy task; doing the same thing whilst plummeting from the aforementioned H-Wagon will bring a larger modifier, and so on. Be fair when applying such modifiers, but at the same time, don't be too lenient. If something really is impossible, a character mustn't be able to do it, no matter how many dice rolls they make.

Randomising may also be called for in other situations, where a D100 roll can't be used. If a perp fires a shot at a group of people, you will obviously have to choose where the shell strikes home. You can randomly pick, or roll an appropriate die (a D6 if there are 6 people, etc). In some cases you may like to weight the die roll, so that there is a greater chance, say, of the shot hitting one person than another. If a perp fires another shot, this time into the side of a hover-truck, you may care to roll a D6, with 1-4 hitting the driver, and 5 or 6 hitting his passenger.

Randomising direction (for a rampaging monster, runaway speeder, or whatever) is most easily done by using what is known as the 'clock-face principle'. Imagine a clock, with 12 as the usual (normally straight ahead) direction. Roll a D12 to find a random direction; a 6, for example, means 6 o'clock, and the monster staggers off the way it came! For finding a more biased random direction, where there is a greater chance that the thing will move in its intended direction, use the clock-face again, but roll a D20. If the die comes up 13 to 20, count that as a 12, ie. the proper direction.

Other Equipment

The sheet of cardboard figures included with this game can be cut out and used to add greater visual appeal to your scenarios. Alternatively, there are many metal and plastic figures available which you may care to use (don't forget to get perps, citizens and droids as well as Judges!). *Citadel Miniatures* make many suitable ranges, all of which are highly recommended. The standard figure scale is around

25-30mm, and is compatible with the various **Dungeon Floor Plans** sets. These basically consist of a number of cut-out card sheets printed with various floor surfaces — stone, wood, grass, rock — together with stairs, doors, tables, and many other sections, overlain with a squared grid. When laid out, together with an assortment of figures and vehicles, they add greatly to the visual focus of the game for you and your Judges.

You may otherwise care to draw up important areas on large sheets of squared or blank paper, and use these as floor plans to play on. General area maps need not be so large if they aren't going to be used to stand figures on, and you can make them any size that is convenient. When drawing maps, squared graph paper or hexagon-printed (hex paper) is most useful, though most people tend to develop their own particular favourite style of map-drawing.

A good supply of scrap paper to make notes on is useful, and everyone should have access to pencils and erasers. The character sheets included with this set may be photocopied, for personal use only please, to write character details on, as may the Summary Sheet later in this book.

When setting up a scenario, there may be times when you need to give a large amount of information to the Judges all in one go. The best way to cope with this is to prepare a hand-out sheet for them, and pass out photocopies at the appropriate times. This is particularly useful when your players ask to look at the computer file on a perp, or some other detailed subject.

yourself, and play through a few mock gunfights and the like. It won't be too much fun playing on your own, but you should pick up the game system quite easily like this. The first scenario in this book, *Firefight*, is designed as a simple introductory adventure, and you may care to use it for your first proper game.

When your players come to roll up some Judge characters for the first time, take them carefully through each characteristic, making sure they understand everything. Ensure, too, that they know that they are playing a particular 'character', not just themselves, and that they are playing not Joe Dredd himself, but a Judge like him.

Each player should create one Judge character, rolling up their own characteristics under your expert guidance. You can expect your players to make mistakes at first. Rules will be unfamiliar to them, and perhaps role-playing will be too. Encourage your players to get into character, and think like Judges. The combat sequence is designed to ensure that they give a perp a chance to surrender, but many starting players won't think of radioing MAC for back-up data or reinforcements, of using Stumm Gas, and so on.

An average gaming group will have perhaps from 2 to 6 players and a GM. One-to-one gaming gets a little dull, and isn't very good for role-playing; and having more than six players to cope with all at once is often difficult for a GM. When you begin play, everyone should have a character sheet, something to write with, and access to the dice. It is usual for a gaming group to sit around a table, with the GM



GAME MASTERING

A good Game Master has to be like a real Mega-City Judge: 'Tough but Fair!' You must remember that in running a scenario or campaign, you are presenting it impartially to your players, controlling only the application of these rules to the situations they get themselves into. In your position as referee, you aren't playing *against* the Judges, or trying to *beat* them. You set the particular adventure up for your players, certainly, but you should be the impartial overseer of their actions, not the villain behind the piece.

When you are playing an individual role (of one of the perps they encounter, say) you should obviously try to think as they would — if they are kooky 299ers, play them as such by all means, and lay into the Judges willy-nilly. But don't play all your non-player characters (NPCs) like this, or things will get very dull and repetitive! People play rolegames because ultimately they are *fun*; if they are having to fight you as well as all the perps, you will all soon stop having any.

Starting Play

Unless you have played an RPG before, you can expect your first few games to be as much an experience for you as for your players. Before you begin any play, make sure you are familiar with the rules in the *Judge's Manual*, and their additions later in this book. Roll up some Judge characters

at its head a little away from the players. As there may be some written details of the scenario about to be played that he doesn't want his players to see, the GM may well sit behind a small screen made of cardboard, where he can organise his scenario and make any secret die rolls when necessary.

Once everyone is comfortable, happy with their character and all his details, and ready to start, you can begin to play.

Preparations

You must know your scenario. The players will get very bored, and your game will lose all its atmosphere, if you have to stop and slowly thumb through wads of disorganised notes every time you need to look up some obscure point, so read everything beforehand, organise your maps and perps onto separate handy sheets, and be prepared! If you have a lot of long-winded background data to read out at the beginning, make up a hand-out sheet, photocopy it, and give it to your players to read before play starts instead.

You may care to nominate one player as Team Leader. This character will be spokesman for the group, and will make the final decision on what the team does (though only after consultation with his fellow Judges, of course). Team Lead-

ers are usually the Judge with the most experience points (or any player who has played the game before or knows how to be a Judge), though anyone could theoretically be appointed to lead the team. During play, the Team Leader will be the one who gives general statements to you about the party's actions ('We all move towards the bomb,' or 'Is there anyone in the room', for example), but individual characters still control their own particular actions.

Running A Game

Once you have set the scene for the scenario, with a short introduction and perhaps some background information, the Judges are pretty much out on their own. Occasionally, and particularly with starting players, you may need to help them along a little with a few clues. Be quite generous with your help at first; there is nothing wrong with saying something like 'Why don't you check to see if MAC has any data on this perp?', for example. If they start to head unprepared into extreme danger, keep them away with warning signs — Rad-pit zones, roof-falls, and ruined buildings, perhaps. As play goes on, you can get subtler and subtler at directing them where you want them to go, and don't help them so much. Conversely, give healthy rewards, by awarding a few Experience Points (see *Chapter 3*) to clever players who manage to pick up on clues you deliberately place. Try and encourage team-work, though, and don't let one player dominate the game — everyone should be involved!

Remember, you are the only link between your players and the game, so don't skimp on descriptions of settings: if they can see it, tell them about it. Sometimes players may wander into an area you haven't fully mapped or detailed; in such cases you may be forced to say something like 'There's nothing interesting here; you might as well return to the main section.' There's nothing wrong in this, though it does tend to detract from the atmosphere a little. It is perhaps better to make sure rooms you don't want your players to go into haven't got any doors!

There are many differing opinions on GMing styles, most of them revolving around the need to mix rules with story-telling, abstract mechanics with atmosphere. You and your players will quickly work out your own particular style of play, and there is very little advice that can be given on the subject. Do remember, though, that the rules shouldn't overwhelm your game. You aren't playing a hyper-realistic simulation here; the rules are fast and simple, to reflect the speed of the action. If you don't like a particular rule, do without it, but only as long as your game isn't unbalanced. Some GMs may want to remove the Phase method of determining actions, and use a free-form method instead; this is fine by us. We insist that you do not dispense with the Challenge and Surrender rules — that sort of thing *will* seriously unbalance your game. Too much atmosphere and talking can get tedious for players, however. Judge Dredd is rarely known for his subtle, sensitive approach to crime prevention!

Try and avoid talking in 'game-speak'. Use proper speech, and encourage your players to talk in character. It will help them to think like Judges, and add to the atmosphere of the game. It sounds rather strange hearing players say things like 'I'm shooting at the one on the left — need a 35 — a 9! Got him in the 78, um, the right leg, for — a 6 — a wound, and minus 6 Initiative.' The game feels much better when you instead hear the Judges saying 'Dodgem on the left perp — and hit him, wounded him in the leg, slowing him by 6 Initiative!' There will always be some game terms you cannot help but slip in, but dramatic speech does help the game along.

Along with the scene-setting, you should try and instill an atmosphere of tension into your scenarios. Your first few games will seem a little slow, on reflection, as you struggle to apply the right rules, and everyone works out what is going on. As you get more experience at GMing, you will be able to control the action more, and maintain a more rapid

pace. You can compress unimportant passages into a few short statements. If a Judge is riding from one side of a Sector to the other, you won't say 'Turn 1: you get 50 metres and nothing happens; Turn 2: another 50 metres; etc.' Instead, a brief 'It will take you 10 Game Turns to reach your destination, without incident' will sum it all up and let you get straight back to the action.

As time and an adventure wear on, your players may well get a little fatigued. To counter this, a good scenario will slowly, inexorably build up to a splendid climax, where the Judges are too busy fighting for their lives to notice how long they've been playing for. If things start going on too long, though, call a halt on a high point and let your players rest a while. Role-playing games can be tough, especially when you are a Mega-City Judge!

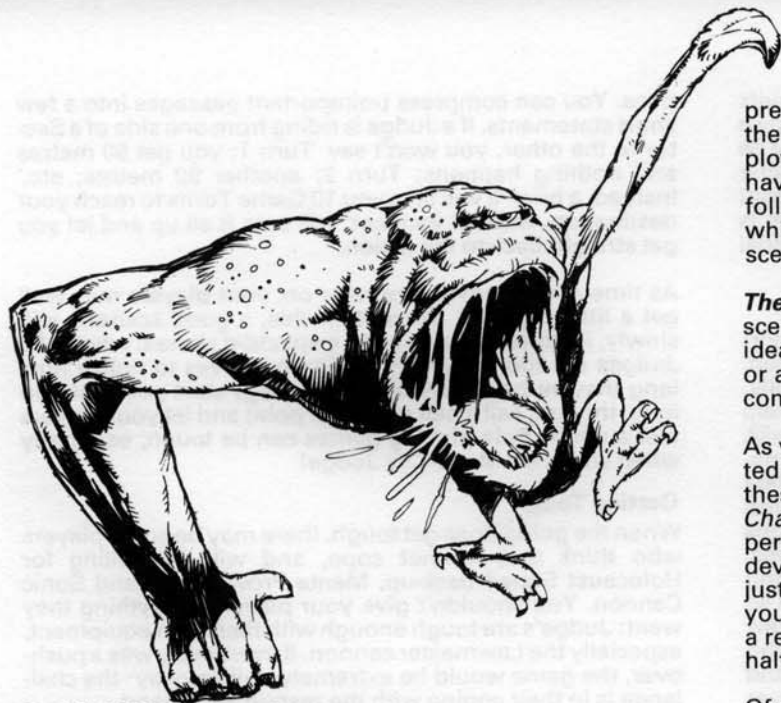
Getting Tough

When the going does get tough, there may be some players who think they cannot cope, and will try calling for Holocaust Squad back-up, Manta Prowl-tanks, and Sonic Cannon. You shouldn't give your players everything they want: Judges are tough enough with their own equipment, especially the Lawmaster cannon. If everything was a push-over, the game would be extremely dull anyway: the challenge is in their coping with the resources at hand.



There will be times, though, when a Judge dies through no fault of his own. Life is tough on the streets, sure, but some Judges do deserve to live to fight another day. So rather than saying 'He's dead!', try instead 'He's moaning...looks like he might die any minute unless he gets medical aid...' or some other subtleties, and hope his team members take the hint! Of course, if a Judge dies through his or her own blatant stupidity, that is their own fault, and they should remain dead!

Being a Game Master for the first time can be quite daunting, but you shouldn't be afraid of making mistakes. You will be playing the game with friends after all, and all of you will be learning how to play at the same time. If you do make a serious error of judgement, talk about it after the session. If there are disputes on rules, any final decision must rest with you (though if you need a higher authority, there is an address for rules queries at the front of this book). If in doubt at any time, think of Dredd, and what he would do. As we said, 'Be tough, but fair!'



DESIGNING SCENARIOS

Scenarios are essential to playing *Judge Dredd*. This may sound a little obvious, but without a scenario, prepared beforehand by the Game Master, the players cannot play. Designing a workable scenario may seem a little daunting at first, but needn't be, if approached carefully. Once you've had practice of creating a few brief adventures, you will find the ideas flow thick and fast, and you will soon be writing complicated and highly subtle adventures to inflict on your players.

Scenarios can be of any size, from the simple arrest of a dunk (pick-pocket) in the street, to a lengthy attempt to pin evidence on a notorious body-sharker, from catching a custard-pie flinging prankster to a mammoth quest across the Cursed Earth. Whatever the plot, all scenarios are built in much the same way. Each will consist of a number of closely-connected encounters, during which your Judges may meet other characters, traps, creatures, aliens or machines, in an attempt to resolve the case at hand. Scenarios may be small, simple affairs, lasting only for a single game session. Or they may inter-link with others, to form a long-running campaign, during which the Judges get more and more proficient in their skills, and possibly even rise in rank in the Justice Department.

Your first scenarios should be brief, simple affairs, involving one clear crime and its resolution. Bank heists or tapings are ideal material for starting scenarios. The scenario at the end of *Chapter 2, Firefight*, is a typical beginning scenario, and should be used to introduce both you and your players to the combat system, and the feel of a role-playing game.

As you get more confident at designing and running your scenarios, you can expand the plots, increase the subtlety, and raise the level of danger of the adventure, depending on what your players can cope with. You must try and keep pace with them and their characters. If you send Rookies against Judge Death they aren't going to last very long, and someone like Dredd could be accused of overkill if sent against a 10-year old scrawler. Balancing a scenario against your player-characters isn't too hard if you use a little common sense. *The Ultimate Crime of Tony Thermo*, which closes this book, is a full-scale adventure, which you may use as your Judges' first major case.

Adventure Themes

Before you start writing a scenario, you will have to think of a story, a theme for the adventure. It could be just about anything your imagination can create — Mega-City One is a

pretty weird place -- but it must involve the Judges. Basic themes can then be expanded on, with complicated sub-plots, diversions, strange locations, and so on. You must have a basic idea, though, to build your scenario upon. The following sections summarise a few possible situations, which you may care to use as a basis for creating your own scenarios.

The Crime: This catch-all term may seem obvious, but then scenarios needn't be incredibly original. It is often a good idea to start with a rather clichéd theme — such as a murder or a bank heist — and then see what your imagination can come up with.

As you can imagine, there are hundreds of crimes committed every minute in a city the size of MC-1, and any one of these may be the start of an investigation for your players. *Chapter 4* has details of a number of simple crimes and their perpetrators, which may be useful as a starting point for developing a plot. Your first adventure may revolve around just one of them, but simply twist two or three together, and you will have a much more complicated scenario. Think of a reason *why* the crimes have been committed, and you're halfway there already!

Of course, there are many individual situations that revolve around a simple crime, but are much more besides. Some of these are included below, and we're sure you could think of many more.

Revenge! It is sometimes a good idea to bring back perps, to try and exact their revenge on the Judges who put them away. Perps like the Angel Gang and the Judge Child become arch-enemies, returning time and time again, sometimes from the dead!, to wreak havoc on the Mega-City once again.

The Rescue: Kidnappings and hostages give you a chance to slow down your Judges, and make them think a little more about tactics and strategy. In such situations, they can't simply pile in, guns blazing; they must take their time, consider their actions more, and most importantly make sure they are successful!

Pinning On Evidence: Tricky racketeers (body sharks, organ leggers, stookie glanders and the like) may require extensive research, surveillance and investigation, before the Judges uncover that vital scrap of evidence needed to gain a conviction.

A New Crime: You don't have to stick to the sample crimes listed later in this volume. Remember, anything could happen in Mega-City One. Situations from recent *2000 AD* strips can be adapted into game terms with a modicum of effort, allowing your game to develop alongside the published events in Mega-City One (but be wary of players who read the strip too!).

Demos and Riots: Actually, when the citizens get angry, there is usually little difference! Try putting your Judges on security patrol for a Daughters Of The Apocalypse parade. Perhaps a riot will occur (it usually does!), or possibly it will divert them away from a major crime.

Special Days: There are other parades, usually more peaceful than the aforementioned, as well as public holidays and the like. No matter what the event, you can guarantee someone will use it as an excuse to commit a crime.

Kooky Crazes! Remember Boing®, alien seeds, or custard pie throwing? What's the next craze going to be, and will it be a spontaneous creation of the Juvies on the Slidewalk, or the brainchild of a criminal mastermind to divert the Judges from his devious doings?

Weird Situations: New and highly fatal diseases seem to sweep Mega-City 1 every other week. Mysterious psykers

terrorise the minds of the citizens. Muties from the Cursed Earth clamber over the city walls in the dead of night, to loot and kill.

War!: From a small dispute between two neighbours, conflict can mushroom into full scale Block War, with even the security of the city threatened. Imagine the Judges stuck in the middle of 20,000 rioting civos, armed to the teeth and thirsting for blood!

Corruption: What would the Judges do if they saw a fellow officer torture a perp, or apparently let someone go? Calling in the SJS is one answer, but they'll need proof first.

Meet the Aliens: Over a million aliens visit MC-1 each year. Some of them have very strange habits, and find it hard to keep within the Law.

Into the Unknown: When crisis calls, Judges may need to venture into the Cursed Earth or the Undercity. Here, they will quickly learn that things are very different from life in MC-1.

Once you've thought up the general gist of your adventure, you can then sit down and work out all the relevant details of the plot: where it is set, who is involved, and precisely what will happen, and when.

Settings

A detailed and carefully developed setting will help your players visualise what's happening around them, and make the action feel more 'realistic'. *Chapter 5, Sectors and City Blocks* will give you detailed plans of typical buildings and interiors, which you can base your own designs around. When writing your scenario, you must make careful note of the areas the action is likely to take place in. Be as detailed as you can: your players may depend on it. If, during play, a Judge asks where the nearest vid-phone is, for example, it will help if you can tell him! If you can't, there is no reason why you shouldn't make up the relevant information, but don't forget to make a note of it on your plans, in case he needs to use it again!

Mega-City One has many features in common with 20th Century cities, so designing a realistic setting should not be too hard — simply make everything larger and weirder. Look at the backgrounds in *2000 AD*, pictures of New York and other large and crowded cities — anything that will help you visualise the scenery you need. Prepare maps of the important areas for both yourself and your players. You may even care to draw some scenes, if you can; anything that will help your players understand what you are trying to describe will be useful.

Encounters

You will need to note down the characteristics, and sometimes more detailed profiles, of any person or thing that the Judges may encounter. Most non-player characters (NPCs) can be outlined quite briefly, with their statistics and a few notes on what information they know, their criminal record, and so on. Others may need longer descriptions. The main villains will need the longest profiles of all, featuring their personalities, attitudes, motives, current schemes, past crimes and other incidents, and so on. They are as much real people as the Judges, and must be as detailed as them too. *Chapter 4, Perps and Crimes* deals with all aspects of creating and playing NPCs, both criminal and otherwise; *Chapter 7* deals with aliens, mutants, creatures and robots.

The Plot

When it comes to determining what happens during the course of the adventure, there are two simple methods. The first way is to simply detail everything that will happen, in a straight sequence; when the Judges arrive, it happens there and then. Everything is set up to cater specifically for the Judges, rather than happening whether they are available or not. Using such a set-up, if the Judges arrive at a loca-



tion perhaps 10 minutes after they should have, they will still arrive just to catch the crooks, as each event is only there for the Judges to encounter. This method is a little unrealistic, but is very easy to Game Master, as you don't have to worry about the actions of off-stage characters, or the time it takes to do things.

The alternative method uses what is known as a 'time-line'. You detail what will happen at certain times, whether the Judges are there or not! Thus, a sample time-line may say '14:00 hours — Edwyn Pork walks into First Mega-City Bank and demands 2 million Creds. 14:02 — Judges notified of heist by alarm. 14:06 — Anti-flab demo on Meg-Way 16 cuts off route to bank. 14:09 — Pork runs from bank, having left explosive device, which will detonate at 14:30 unless defused...' and so on. This method is a little harder to Game Master, but is much more realistic. It gives the Judges the feeling that time is pressing, that every second counts, and adds a wonderfully tense atmosphere to their investigations.

Many scenarios should use a combination of both methods of plotting. There will usually be NPCs performing actions in the background, whether the Judges are aware of them or not. There will also be a need to plan for situations such as 'When the Judges do get to the Shuggy Hall, this is what they will find...' You will soon find which style you prefer, and which is applicable for each particular type of scenario.

The Climax

All the best adventures lead up, slow but sure, to an almighty conclusion, where the case is finally solved, the bad guys are sentenced or wasted, and the heroes get a chance to speak some typically sardonic final line before zooming into the sunset! Try and make the climaxes of your scenarios set-pieces, where everything can be resolved (unless, of course, you want to bring back the bad guys in the near future to exact their revenge!). It will make your players feel as though all the effort has been worthwhile, and they can patch up their wounds and count their Experience Points safe in the knowledge that they have lived to fight another day.

All of the above is intended to help you create successful scenarios. Ultimately, though, you will have to learn more from experience than anything written here. If you are ever stuck for ideas, pick up a *2000 AD* or an SF book, watch a TV cop show, or even just read the papers — ideas should come flooding out. Don't worry about making mistakes when designing or running a game of *Judge Dredd*: everyone does at first, and remember, it's only a game, and you are playing with friends. It's really just a matter of learning as you go along, and what's more, having fun doing it!

2: GETTING STARTED



This chapter contains all the additional rules which you may need to refer to when helping players in creating their characters, equipping them, and running through combat and the like. Much of the material here takes the form of supplementary notes to the rules found in *Chapters 2-4* of the *Judge's Manual*, to which you should also refer as necessary. These rules are here, rather than in the *Judge's Manual*, because they are of little use to your players, but may be useful to you. The section on 'Damage To Robots', for example, would be redundant to a player, but you may need to refer to it when you run an android NPC in your scenarios.

CHARACTER CREATION

When you start your first game of *Judge Dredd*, you should take longer than usual in going through character generation. The concepts involved in role-playing games may be unfamiliar to some new players, so take it slow, making sure they all understand what they are doing and why. Explain what their skills mean, perhaps giving examples of how they might be useful in a typical game. All in all, make them feel at home with their character; it'll stop them getting confused when the action starts!

Rolling Up Characters

As detailed on pages 6 and 7 of the *Judge's Manual*, a player will normally roll a (modified) D4 for their Judge's *Strength*, and 2D10+20 for each of the other characteristics. This method should be stuck to, particularly for inexperienced players. There are a few occasions, however, where such rolls may be modified.

If you feel a player has been decidedly unlucky in rolling his character, and is cursed with a complete spread of very low scores, you may allow him to modify them. This is not imperative: many players are quite happy to role-play weaker characters, as they take enjoyment out of playing rather than specifically 'winning'. If you do want to allow a weak character to be modified, the following methods are recommended:



Method One: Keep *Strength* as rolled. Add 10 points each to three skills of the player's choice. No skill may go above 40.

Method Two: Divide 25 points between all the characteristics. Each point of *Strength* costs 10 points (up to a maximum score of 3), and no skill may go above 40.

Method Three: Re-roll any 3 characteristics, sticking to the new scores, even if they are lower than before.

Only agree to such modifications if you feel they are *truly* necessary. Remember that even starting Judges are better than most perps anyway, and remind your players that experience and practice through good play will bring better skills and Special Abilities.

In a very few cases, you may have created an adventure which is too tough for your current Judges to handle. On such occasions, you may decide to allow them to use Judges equipped with better skills and a number of Special Abilities. These may be pre-rolled by you, or rolled on the table in *Chapter 3*. Never allow players to use 'boosted' characters in a normal game, as they will almost certainly unbalance it. Instead, let their Judges grow in experience through a number of games, allowing them to develop naturally alongside an increasing difficulty in their cases. Judge Dredd himself had to start out somewhere and work his way up — so should your players.

Characteristics

Strength has a minimum score of 1; should it fall below this (due to a Wound) the subject will die, as detailed in the *Judge's Manual*. There is no maximum *Strength* score as such, though each race has its own limits. A human will have a maximum *S* of 3, a Tyrannosaurus Rex will have one of 7, and so on. Since *Strength* cannot be increased by experience *per se*, there is little need for a limit in any case.

Initiative has a minimum value of 1; should the score fall below this due to a Stun or Wound, the character will be in dire need of medical attention! *Initiative* has a definite maximum of 100. Since a roll of a 100 (or theoretically more due to bonuses) is an automatic failure, there is little point in a character trying to increase his score further than this.

The various *Skills* each have a minimum of 0 (totally unskilled in the particular category) and a maximum of 100. Most unintelligent beings will only have a *Combat Skill*, which will take the form of innate natural ability rather than any skill; non-sentient plants and the like will rarely have any *Combat Skill*. *Psi Skill* can never be increased beyond its initial score unless it was initially rolled as 40 or more; psykers have the standard limit of 100 to their *PS*.

Special Abilities

Should any of your starting characters roll a 40 or more for his or her starting score, including the possible D6 bonus to *PS* for a low *Strength*, they acquire a Special Ability straight away. It is usually best if you choose these for beginning players, but more experienced players may make their own choice. Ensure they understand how, when and where they can use their Ability, and that they record it on their Character Sheet.

For a starting Judge, you should try and balance the most useful Special Ability with the strength of his likely opponents. Thus, you may decide not to give a starting character the *Avoid Shot* Ability, for example, as it will unbalance the game at that level. The following Abilities are recommended for starting characters lucky enough to have them:

Initiative: Duck or Instant Reactions.

Combat Skill: Crack Shot or Special Strike.

Drive Skill: Emergency Stop or Fast Mount.

Tech Skill: Fix Jammed Weapon or Use Data.

Street Skill: Aura Of Cool or Sense Perps.

Med Skill: Emergency Resuscitation or Revive.

Psi Skill: Detect Intent or Psychic Attack.

Further notes on the application of Special Abilities can be found in *Chapter 3*, on page 39.

Equipment

It is most important that a player knows not just what his Judge's equipment is, but what it can do as well. A good Judge can often cope with apparently lethal situations by an appropriate use of Stumm Gas or an Infra-red light. It may be a good idea to design scenarios in which the successful completion of a section depends on the use of a particular item of equipment (and you can then give Experience Points to the Judge who properly works out what to do!).

The players will, like you, have access to the *Judge's Manual* during play, so they shouldn't have too many questions about the abilities of a particular item. If they do, further information can be found in the appropriate section on the item, in *Chapter 7* later in this book. You will also find their various profiles in the same place, should any item be damaged during use.

The Lawgiver pistol is the single most important item of a Judge's equipment, and should be treated as such. The rules for loading the various shells into particular cartridges should be explained clearly to your players; make sure, too, that they have at least half their ammunition as GP. During the course of the game, it is up to each player to tick off shells as he or she uses them, but a few gentle reminders may come in handy! It is only infrequently that a Judge runs out of ammunition altogether, but he may well get low on one or two types at a crucial moment. Try and limit the use of Heat Seekers to when they are truly essential; bear in mind the restrictions on range and targets, and the special situations they can be used in. Since they have a virtual automatic hit (99%, as 100 always fails, as usual), they are very powerful indeed; if in doubt, sprinkle a few innocent bystanders or hostages amongst the perps, so your Judges can't fire for fear of hitting the wrong person! Don't forget the self-destruct charge which stops anyone but the Lawgiver's owner from using the pistol; it applies to other Judges just as much as perps.

As far as the Lawmaster bike is concerned, you should really try and get your Judges off it as often as you can! Whilst its armaments are very useful against large targets and vast crowds of people, it is much too crude to be employed in the crowded streets of Mega-City One. As a means of travelling around the city or to the scene of a crime it is fast and versatile, but once there the Judges should be encouraged in many situations to park it, and proceed on foot. Set your scenarios indoors, or in confined spaces; if you do want to keep them on their Lawmasters, provide plenty of innocent civilians to get in the way, or be prepared to lose lots of perps to the cannon and the laser!

As detailed in the *Judge's Manual*, the Lawmaster's Bike Cannon fire two shots in a single instant at *one* target. If you wish, these shots may hit different locations on the target, though this will be hard to cope with if the Judge sprays the target with a burst of 6 shells from each cannon. In such a case, it may be better to rule that they all hit just one or two locations on the target. Bear in mind that shots fired in a burst of 6 have a burst radius (the single shots do not), and may be distributed across several people.

Playing characters

Once your players have finished creating their characters, modified all their scores, and so on, they can transfer their details to a Character Sheet. Filling in such a sheet should be straightforward; you may need to walk first-time players

through it, but they'll soon get accustomed to using the sheets.

At this stage, your players' Judges are still little more than words and numbers on a sheet of paper. You must try, as far as you can, to get your players to consider the sort of character their Judge has, and in fact what their roles as Mega-City Judges will entail. Playing in character, and within the restrictions of The Law, will not come easy to first-time rolegamers. It is quite difficult to think one's way into a character, to play a game as though you were looking through another person's eyes, and so you must expect players to make mistakes. Some will play the game exactly as they would a game of chess, moving figures around the tabletop and incessantly rolling dice. Others will get carried away, and forget they have a Law to uphold, and will gleefully try and shoot anything that moves! In the violent future world Dredd and his fellow Judges inhabit, this behaviour may seem acceptable to players. It will be your

A Judge is sworn to uphold the Law, fairly and without favour.

A Judge keeps the Law through respect, not brute force.

A Judge's task is the apprehension of offenders, not their execution. Offenders must serve their time in prison, not in the mortuary.

A Judge must have iron discipline and rigid self-control; he must be stern, but where he can show mercy he must do so. A Judge is empowered to give all available help to anyone in need. Should someone ask for help, be they human, alien or mutant, he cannot turn a deaf ear.

A Judge is brave and courageous in the face of adversity. Crime must not be seen to succeed.

There can be no exceptions to the Law. Those who break it must pay the penalty laid down by the Law.

When a Judge breaks the Law, there is no Law. No-one is exempt from the Law.

A Judge can have only one love in his life — The Law.

A Judge is the Law!



job to tell them otherwise, to point out that Judges are policemen, not executioners, and must respect the Law they are empowered to uphold. The scenarios you design must reinforce such a view, by introducing more detective-like elements. True, there will always be violence — it is good, in the right place, to allow players to let off steam, or to have a demonstration of the strength of a perp. But there should be more to it than that. Players will soon get rather bored if all they are doing is rolling up at the scene of a crime and then shooting everyone! Get them using MAC's data files, Tech Division's forensics labs, clues, informers, and more — make them use their highly trained Judges' minds!

If your players are regular readers of the 'Judge Dredd' strip in *2000 AD*, they will be familiar with the role of a Judge. Other players may not be so sure, however, so you may find you have to remind them that Judges do do other things besides kill people! The following tenets may be useful:

SUPERVISING COMBAT

The rules for dealing with combat and arrests are the most important in the game (certainly the ones you will use most), and you should be very familiar with them. When it comes to arbitrating a fight between the Judges and your NPCs, you must be in control of the action, so that the situation is resolved successfully. The combat rules are not very complicated, but if you are having to cope with dozen or so characters (both Judges and perps) things may start to get confusing! The following notes are intended as additions to the main Combat and Arrest rules, as contained in Chapter 3 of the *Judge's Manual*.

Timing

As detailed on p18 of the *Judge's Manual*, *Judge Dredd* regulates the time by using *Game Turns* and *Combat Rounds*, of which the latter is the most important. There are 6 Rounds to every Turn, and with every Turn equal to about

a minute, it may be useful to see each round as a small chunk of action, 10 seconds long.

During the run of play, you will only need to break down time into such small divisions when the action gets very complicated. Whilst your players are conducting general investigations, travelling to a location, or generally carrying out their standard duties, it is much better to let play continue naturally, with everyone making a contribution as they wish.

For example, Judges Redd and Weir have stopped a notorious local punk, by the name of Gonzo Peters, who they've just seen loitering outside the Ray Harryhausen Block Auto-Bank. The two of them start to question Peters as to why he is hanging around the area. Redd's Initiative score is three times that of Weir's, but the GM allows them to each take turns in questioning the suspect. Time is not pressing, and there is no need for a strict framework to govern their actions.

Compare that with the following:

Judges Redd and Weir, together with two other Judges, are in the middle of a firefight with Gonzo Peters and his gang. One of the perps has planted a small time-bomb somewhere in the vicinity, which could go off at any moment. The GM insists upon using a time-frame, as Redd and Weir attempt to take one of the hostages alive to discover where the bomb is. In this instance, time is of the essence, and everyone's actions make the situation confusing. The less dextrous Weir will move and react at a different rate to Redd, and their respective speeds may affect the outcome of the move, depending upon their course of action.

You will obviously have to use your judgement as to when to apply set Combat Rounds and Actions, and when to keep it free-form. In general, they need to be applied when in a fight, or when there are a lot of characters to handle all at once. The time frames will make the fight seem more abstract, but will regulate it better, and slow it down sufficiently to allow you to cope with everyone fairly!

Actions

The use of Phases will probably slow your first few fights down to a crawl, as you and your players work out what happens when. You can familiarise yourself with their use before your first game by rolling up a couple of characters, and playing through a fight, seeing how a high *Initiative* can affect the pace of a fight. When you come to oversee a game with the Judges, you should then be able to lead them through each Phase and Round with ease. At the beginning of each Round, simply start counting through the phases. When you get to a player's Active Phase, he or she should inform you as such, and tell you what his Action will be. Let him state what he is doing, make any necessary die rolls, and so on, before resuming the count.

If there are two or more players who can act on the same Phase, remember that the person with the lowest *Initiative* score declares what he is doing first (giving the faster player a chance to react to what is being done), though everything in the same Phase is assumed to be happening at the same time. Should you repeatedly have Phases in which no-one can act, there is no point in reading out the number every time — simply skip to the next one! Don't forget, though, that a character's *Initiative*, and hence their Actions, may change as a result of being injured.

As far as the particular Actions are concerned, you will again have to exercise a referee's judgement, and arbitrate according to the guidelines given in the *Judge's Manual*. Don't limit Judges to what is given in the list of Actions there, but use your common sense when fitting their wishes into Actions. When it comes to using a particular item of equipment, refer to the piece's profile in *Chapter 7*.

Challenge & Surrender

Judges are strong and tough compared to the average small-time Mega-City crook; with the added firepower of their Lawgivers, they are all but unstoppable. However, the Law states that perps must be arrested and made to serve their rightful sentence, not executed. As a result, one of the single most important rules is the need for a Challenge. Without it, a Judge is effectively breaking the Law, and is thus not fit to be a Judge (what you do with him or her after that is up to you!).

There are exceptions to every rule of course, but if you want your players to ask for the perps to give themselves up, make sure the bad guys don't shoot first!

The rules given on p21 of the *Judge's Manual* should be followed through carefully. In the excitement of chasing a perp, Judges may forget to make a Challenge; in such cases, you should remind them of their duty to apprehend rather than terminate perps. Remember that a Challenge may be made to a specific person, or to the whole group, so listen carefully to what the Judge's say (it may also give your errant perp a chance to respond with a snappy sarcastic reply too!). When a Judge calls to a perp to surrender, you may wish to refer to the following list for modifiers to the standard *Street Skill* roll. You don't have to stick to the very letter of this table, though; if you want a perp to remain active, let the Judge roll (without telling him what he ought to get first!) and tell him that he didn't succeed, no matter what score he rolls.



A Judge aims and fires a warning shot over the perps' heads	+20% for each person
A Judge aims directly at one perp, within 10m	+30% that person only
A Judge aims directly at one perp, over 10m away	+15% that person only
The perp is Stunned	+10% per Stun
The perp is Wounded	+30% per Wound
A perp's friends have surrendered this Game Turn	+10% per friend

A perp who fails to surrender at once will rarely surrender to a second challenge, unless they are wounded, their friends are captured, or you specifically decide they will (perhaps to even up the numbers a little, or simply because they're not very tough!). Don't forget that it is perfectly acceptable practice for an unscrupulous perp to pretend to surrender and then carry on fighting! There's nothing in the rules to say a perp can't act as nasty as he wishes; only those perps who really *do* surrender are subject to the rules about dropping weapons and giving themselves up.

Weapons Combat

When all else fails a Judge, there is always the last resort in the fight against crime — shoot the creeps! Even bearing in mind the rules about Challenges and Surrendering, this will happen a surprisingly large number of times, and you will soon get skilled at handling blazing firefights in the unlikeliest of situations. Gun battles are always great fun for players, but you should try and balance the opposition so the Judges don't completely out-shoot the opposition. An incredible amount of tension can be brought to bear when the players realise all of a sudden that the Judges are losing!

For each shot a Judge or NPC tries to make, there is a strict procedure which you and the players should follow.

1. Choose Target: For a Judge, this will normally include expending an Aim Action in an Active Phase before shooting. Perps using Wild Fire will not Aim first.

2. Check Target: Check the lighting of the area; infrequently, Judges will find themselves fighting in the dark, and their operative ranges will be much reduced. The size of the target will also affect the chance of a successful hit. Perps or Judges hiding behind objects will be reduced to Small Targets, and be much harder to hit, for example. Check, too, whether the target is moving, or has moved at some time in the current Combat Round.

3. Choose Type Of Fire: This will usually be determined by the shell being used (in the case of Area Effect) or whether the firer was aiming (in the case of Wild Fire). It is helpful if a Judge or NPC specifically states which type of fire they are using.

4. Work Out Chance Of Hit: Starting with the basic *Combat Skill* of the firer, this can then be modified according to range, target size and so on. If you feel there should be any additional modifiers due to particular circumstances (such as firing whilst falling from an H-Wagon!), by all means apply them. Players may object to arbitrary additions, and may need an explanation for the modifier.

5. Roll The Dice: Remember that a score of 100 or more will miss, no matter how good the chance of hitting is. When using firearms, this indicates a weapon malfunction, as detailed. Should the roll indicate a miss, there may be a chance that it will hit another person. Usually, though, it will mean the attempt has failed, and this sequence ends (allowing play to continue).

6. Where's It Hit?: The Weapons hit location chart should be used, to determine which part has been injured. If the target is a vehicle or piece of equipment, the item's profile in *Chapter 7* should be consulted for its hit location chart.

7. Armour Protection: If the area indicated by the above roll isn't protected by armour, you should move on to the next section. Otherwise, you or the player should roll against the armour score to see if it stops the shot. Occasionally a Judge or perp will use a make-shift shield, such as metal briefcase, a garbage grinder lid, or whatever. If the item is thin enough to potentially allow a shell to pass through it, assign it an Armour score, and roll as usual if the die roll indicates an area over which the makeshift shield is being held.

8. Damage: If everything goes right for the firer of the weapon, this last section will be the end result. Don't forget the Effect Modifiers of the various weapons (they are listed in the profiles in *Chapter 7*). When a character is injured, the resultant *Initiative* loss may mean a change in the number of Actions they can perform, as their injuries slow them down.

Injuries & Healing

When a character is hit during combat, whether they are a

Judge or an NPC, you must keep track of their injuries, and make sure they are affected by them! It is not uncommon to find players, in the excitement of the game, ordering their Judges to attempt all sorts of quite impossible actions whilst bleeding from several holes in their bodies! Also, whilst it is true that given the right equipment, a Judge or a perp can be healed in a time much faster than nature could achieve, there are very few occasions when such help is available without calling for a *Med-Squad*. When characters are injured, the damage will occur in a combination of the following three items:

Initiative Loss

The scratches, bruises, and more serious injuries sustained in combat will slow a character down through the course of an adventure. As time goes on, the number of Actions they can perform will slow down, until their *Initiative* reaches 0, and they need more serious medical attention. Keep a close watch on your players' Actions, and make sure their injuries slow them down.

Stuns

Stuns are more serious for a character, as a Judge will be slowed down quite severely if they miss their next Action or two. Two Stuns received at once may have other effects, such as knocking a character over, at your discretion. The surprise of being hit by a shot or a punch will cause a character to cry out (bear in mind the illegal expletives listed in the *Glossary* in the *Judge's Manual* — and their legal alternatives!) or maybe drop whatever they are carrying. You should use your own judgement in determining the precise side-effects of such a hit, as appropriate to the situation.

Wounds

This last type of injury is much more serious for a character. The average human can only take two Wounds before needing swift medical attention to keep him or her alive. A Wound will invariably knock a character over, and hurt like crazy too! If a character receives two Wounds from a single shot, they will lose two *Strength* points, but will not receive a second area hit or lose another Combat Round's worth of Actions (the loss of the *Strength* points will totally incapacitate all but the hardiest of characters anyway!). A character with just 1 *Strength* point remaining who receives 2 Wounds, or anyone else who is reduced to a *minus* score, will be treated as though their *S* was 0, but will have an extra +5% chance of death (rolled per Round as usual), for each point of *Strength* below 0. Hopefully, this won't happen too often! In general, combat in *Judge Dredd* is fast and furious, but not very accurate. There will be shots flying everywhere, but usually very few will hit anything. This should help your games reflect the style of the comic strip, where a lot of shots are fired, especially by the perps, but very few actually connect with the Judges!

As far as the individual location injuries are concerned, you should again stress their severity. It is often more useful, from the point of view of a continuing adventure, if a wounded Judge loses the use of a limb rather than his life! In certain cases, you may decide that a location wound injures a part of the area indicated: for example, in the eyes, or the hand, at your discretion.

Medical Attention

You should try and be flexible when dealing with severely injured characters. It may be very unfortunate for a character to die at a particularly difficult moment for the team (when they are outnumbered, or are due to enter a very difficult section, for example) and you may quite rightly feel that you ought to lessen the injuries a little. However, do bear in mind that characters who do not die of their injuries will still be incapacitated, and will require medical attention before they are able to do anything useful. It is far better to 'intercept' the Damage die-roll, and adjust it so the character is Stunned rather than Wounded.

Characters whose conditions have been successfully stabilised (so their chance of dying is reduced to 0%) are still very ill, and will need the services of a highly qualified Med-Judge with the *Administer Treatment* Special Ability, or a Robo-doc unit, before they are well enough to return to their duties. Once a character has been stabilised, their condition will not begin to worsen again until $3D10+10$ minutes later, when the chance of their death will start to increase at the normal rate again. Therefore, the team should notify MAC, or their Sector House control, and ask for an ambulance and Medical back-up as soon as someone is seriously injured. The *Judge's Manual* tells them when they are able to do this, but you may need to remind them of the help available in their first few adventures.

First Aid

As it says in the *Judge's Manual*, anyone may treat themselves for *Initiative* loss, provided they have at least one Action. *Strength* loss is harder to treat, and will require the assistance of another character. Time is quite important in healing characters if the team are still under fire; at other times, a character can usually receive all the help they need.

Details of the form such help takes have been kept deliberately vague in the *Judge's Manual*, as it will usually be up to the players to tell you how they are going to try and patch up their characters. Also, treatment will obviously vary according to the location of the hit, and its severity. If you want to be very accurate in your game, you may wish to say more than 'Wound to your leg; lose 5 points, etc, and make the injuries more real for the players. In such cases, it follows that the Judges will have to provide exact remedies for the injuries. Normally, however, a player will just say that they are helping bind the wound, and doing all the usual first aid procedures. Don't forget that they may use a Medi-Pack, if they have one, to increase their chances of aiding their injured colleague. You may, again, care to ask them exactly what item they are using to staunch the bleeding, to mend the bone, and so on. In some cases, it is useful to emphasise the injuries and make the players use a little more caution, and treat their characters with a little more respect! At other times, it is not necessary or useful to go into such depth; you will soon discover which serves and suits your game best.

Damage To Equipment

Items of equipment are treated in exactly the same way as humans are, with their own individual Hit Location tables, and armour scores. The profile for each item is included in its description in *Chapter 7* later in this book, to which you should refer should an item be hit. When preparing for an adventure, it is useful to keep all useful material in one place, to save flicking through these rulebooks at inopportune moments, so copy out or photocopy the appropriate profiles and include them in your notes.

The notes on Damage To Equipment on p27 of the *Judge's Manual* are included there for the benefit of players, whose Judges may have broken equipment. However, the section on Damage To Robots has been included below, as it is likely that you will be the only person to ever have need of it.

Damage To Robots

Robots are a very common feature of Mega-City One as they do most of the actual work, from cleaning the streets and driving taxis to running the mail service and fighting in wars! Many robotic units are designed to resemble humans, but their internal structures are much more complicated, and thus need a separate damage system. Robots are similar to humans in that they have Actions, and are affected by Stuns, Wounds and *Initiative* loss, but are like machines when it comes to Location Damage from a Wound and its repair. As you will see from *Chapter 7*, each robot has its own individual profile, to which you should refer when a unit is damaged. Location damage occurs as follows:



Computer hit

The robot is instantly deactivated. There is a 50% chance that the damage is to a replaceable or repairable Non-Vital Component; otherwise, the damage is so severe that only a complete new unit will restore the robot to full working order.

Main Drive Unit hit

The robot will lose all movement capabilities throughout its body, including arms and legs. It may still continue to speak, or use any solid-state electronic devices such as lights, radios, and the like.

Fuel Tank hit

If a robot's fuel source is hit, there is a 75% chance of an explosion, which will cause D6+4 random hits on the robot (generally blowing it apart!), and hit anyone within a 3 metre radius with a +1 Effect Modifier.

Right or Left Arm hit

The arm in question will be inoperative until repaired or replaced. The unit's *Combat* and *Tech Skills* (if any) will be halved; Actions requiring the use of both arms will take twice as long to complete.



Right or Left Leg hit

The robot may lose the use of the leg, or indeed lose the leg itself (25% chance of dismemberment). It may continue to hop at half its usual movement rate, as long as its other leg(s) remain undamaged. If both legs are damaged but remain attached, the unit may crawl at a quarter of the standard movement rate (provided it still has the use of both arms!). The unit may unbalance if it attempts to perform an Action involving movement (at your discretion).

Throwing Missiles

Treat throwing missiles exactly as you would the firing of a weapon, with characters rolling against their *Combat Skill*. If the object weighs over 250g, the character may not use an Aim Action; if the object is light enough to be Aimed, a Judge is not required to do so, though it will obviously improve his or her chances of hitting. You should refer to the section dealing with Lifting and Carrying various weights on p39 of the *Judge's Manual* for full details of how much a character can pick up and throw. To summarise it here, though, for every 2kg an object weighs over 5kg, the maximum throwing range is reduced. When working out ranges, bear in mind that you use the current *Strength* score, rather than the initial one: severely injured people cannot usually throw objects as far as healthy people!

Hand-To-Hand Combat

When Judges get together at close quarters with a group of perps, the risk of hitting the wrong person with a bullet is greatly increased, and so a good old fashioned punch-up usually takes place instead. The easiest way to run such a fight is to rule that when someone has a free Action they can do something, up to the limit of 5 strikes in a single Combat Round.

If two characters both want to hit each other in the same Phase and insist on doing so, you should allow both to make their attempt. If one character's blow gets through, the standard damage is done; if both do, they block each other and no damage is done. If both blows miss, then obviously nothing happens.

When a character wants to block or dodge a blow, they must have a free Action which hasn't yet been used, in either the same or the next Phase. If one is available, they have the option of using up the Action in trying to roll under their *Initiative*, or taking the blow and hopefully surviving to do something else with the next Action.

As you will quickly find out, it is much more important to keep track of Actions and Phases during Hand-to-Hand Combat than at virtually any other time in the game. In a punch-up, faster characters must be able to run rings around slower opponents, just like in a real fight. Don't worry if things seem to be getting out of hand; if your players understand what they will each be doing, all you need to do is count through the Phases and perform your NPCs' Actions at the allotted times. If you play through a few sample combats before your first game, you will see that it really is easier than it sounds here!

Whilst it will be quite a rare occurrence for a character to die during a fist-fight, the use of a knife or similar object will greatly increase the risks of serious injury. Similarly, if Judges gang up on a perp, they may put his life in danger. It is up to you, therefore, to stress to them when to lay off an opponent; there are Laws in Mega-City One concerning the use of unreasonable force, and you may find you need to remind your players of them. A Judge hitting a suspect or perp after they have surrendered is likely to lose his badge and spend a good few years in a penal colony for his pains. Punch-ups can be fun, but there will always be times when the fighting must stop. At such times, a wise Judge will do better to use a Restraining move to apprehend a perp, rather than disable him with a punch.

Special Cases

Lawmaster Kick

The 'Lawmaster Kick' is a Judge's special attack, and can be very useful in apprehending perps, particularly if they are fleeing on foot. You should not restrict its use too much: it is a neat, useful manoeuvre that rarely results in a perp being severely hurt. If your Judges seem to do nothing but kick perps over, simply put them in a position where they can't use it — make it hard for them to ride their bikes, or hide the perps amongst a lot of cover. This applies to any tactic your players may use: if they keep on repeating the same trick, make sure the perps don't fall for it a second time!

Fire and Burning

Every Judge will carry a supply of Incendiary shells for his or her Lawgiver. Other weapons have the capability of firing similar shells too: laser weapons, in particular, may cause flammable substances to catch light. When you come to deal with the effects of fire, the result is pretty much up to you: if you want a vehicle to catch fire, for example, by all means let it happen! The following rules are suggested for use when someone or something does catch fire; they are very general, since it is all but impossible to create rules for every single situation, and you should feel free to modify them according to the particular circumstances.

If a character (be they a Judge, perp or creature) is set alight by an Incendiary device, they will take the appropriate damage as detailed in the weapon's Profile. If the fire is already raging, or is of a natural origin, you should first decide roughly what size the blaze is. A *small* fire (such as a burning piece of wood) will cause 1 hit with a +1 Effect for each Round the character is alight. A *medium* fire (such as a burning vehicle) will cause 1 hit at +2 Effect in the first Round, and then D2 hits at +3 in every Round after, until the fire is extinguished. A *large* fire (such as a burning oil tank) will cause D2 hits at +2 Effect in the first Round, and then D4 hits at +3 Effect in every Round that it remains alight or the character remains in the area. You should roll for damage at the end of the Round, after all the Phases have been counted out.

To extinguish a fire, a character must basically roll their *Initiative* as a percentage, with additional modifiers for the method being used. (There may be exceptions to this though: if a character runs and leaps into a large pool of water or foam, the fire is virtually guaranteed to be put out immediately, for example.) You should apply these modifiers, somewhere in the range of +5-30%, depending on the method they are using, and for anyone who helps them put out the fire. Such methods will include the use of a fire extinguisher, rolling on the ground, dousing in liquid, beating at the flames, and so on.

For example, Judge Fiore and his team are investigating an activated intruder alarm at a chemicals warehouse, on the trail of Blazing Billy, the insane arsonist. What they don't know is that the crazy perp has left a small booby trap strapped to one of the vats. It explodes as Fiore trips a wire, and the Judge is sprayed with burning chemicals. As the GM works out the size of the blaze and considers the fire damage roll, Fiore's player tries to extinguish the flames. His Initiative is 45, and his player states that he is rolling around on the floor, which adds a further 20%. Fiore's player produces a roll of 72, and the GM rolls for the fire damage as the Round ends. Judge Levin rushes over, and helps smother the flames by beating at them, slapping Fiore on the back and legs, and adding a further 20% to the die roll next Round. This time, the chance of dousing the flames is 85; Fiore rolls a 06, and coughs a rather singed sigh of relief...

Psychic Attacks

All creatures have an innate defence against psychic attacks, whether they have a measurable *Psi Skill* or not. If

an unintelligent creature does not have a *PS* listed, its Psi-save is 5%. Bear in mind that robots cannot be affected by Psionic powers, as their intelligence is mechanical rather than naturally generated. There are further notes on the application and handling of Psychic powers and their users, in Chapter 3.

HANDLING OTHER ACTIONS

This short section covers the material presented in Chapter 4 of the *Judge's Manual*. It consists mostly of advice on applying the various rules presented there during the course of an adventure, as well as presenting extra material you may need.

Movement

Movement, in whatever form it takes, is an essential activity for both Judges and NPCs alike. It must flow smoothly and naturally; if everyone has to stop and think "I can walk 2m this Action, then run 3m in 3 Phases time, moving up to 4m 4 Phases after that, then..." whenever they need to move somewhere, the game will appear stilted and unreal. There are several ways of helping movement flow more smoothly detailed here.

When the Judges are moving as a team, they will usually try and keep together. Thus, if they are running after a perp, say, you can simply assume that they are each spending 3 or 4 Actions running, moving between 12 and 16 metres a Combat Round (if you are using the framework at that



stage). If conducting something like a chase outside of the Phase framework, it will be much simpler to compare the quarry's available Actions with those of the team. If he has enough to run for 4 Actions, just tell the Judges that they aren't getting any nearer, or maybe even losing him (they will have to try and shoot him, to slow him down). If he has less Move Actions available than the team, simply take one from the other, and they will catch the perp in that number of Rounds! If timing and distance is more important in the context of the adventure, use the more accurate (but also more complicated) method detailed on p34 of the *Judge's Manual*.

The use of scaled floorplans and miniature figures should solve any further problems with movement. Simply let each player look after themselves, moving their figures when they should. In this way, movement doesn't get bogged down in complicated mathematical calculations, and the game flows freely.

Should the terrain demand it, you are perfectly at liberty to reduce the characters' movement rates accordingly. If, for example, the team is running across a Rad-pit strewn with debris, they are unlikely to be able to move as fast as if it were a plas-crete shopping mall. Consequently, you should reduce the distance they are able to move in a single Action by 1 or 2 metres. This can apply to climbing, jumping, swinging and driving as well as walking and running. When you write your scenarios, note areas where difficult terrain will slow down the Judges should they try and cross it, so you don't have to suddenly make up a number out of thin air.

Standard movement rates:

The following summarises the distance a typical character can move in a single Action.

Walking	2 metres
Running (first Action)	3 metres
Running (subsequent Actions)	4 metres
Climbing (rope, cliff, etc)	1 metre
Jumping horizontally	4 metres
Jumping, vertically upwards	2 metres
Swimming	2 metres

Sneaking & Searching

When your players are engaged in covert activities such as creeping about silently, looking for clues or hiding and watching from dangerous perps, you may be called on to make die rolls in secret for them from time to time, and you may also need to apply modifiers to their rolls as well. When dealing with Listening in particular, a player should not know what the die roll turns up. In such cases, they should not know whether there is a sound to be heard, or if they just haven't heard it!

For example, in a deserted warehouse in the Old Town, Jezzy Keen is having a meeting with some 'business associates' about their burgeoning body sharking racket. Unknown to the perps, Judge Kiernan has been shadowing them, and is even now hiding behind a metal pillar at the back of the building. As the perps lower their voice to discuss the finer points of their operation, the GM tells Kiernan she must try and get closer if she is to pick up any evidence. The Judge's Street Skill is 68. The GM, though, knows that there is a pile of loose metal off-cuts lying in her path that she may stumble into rather noisily (in fact, the GM put them there deliberately for that purpose!), and reduces this by 25%. On this occasion, Kiernan's player simply has to say she is trying to tiptoe silently across to another pillar. The GM rolls the dice, and allows Kiernan to continue (the roll, though, was a 94!). Just as her player thinks she is safe, though, the GM says that there is a large metallic crunching, as she kicks over a heap of metal off-cuts. Keen and the other mobsters react swiftly, whipping out spit pistols and torches, and advance towards the rather conspicuous Judge...

Hidden Items

There are many ways to set up clues for your Judges to (hopefully) find. One of the best is to secrete a small object somewhere in the area. If the team decide to search for clues, they will get a useful lead; if they are incompetent enough not to, then the case will be harder to solve. When planning your scenarios, think about the clues you (or rather the Perps) are going to leave for the Judges to find. You should be able to set up quite complicated leads with the minimum of effort, even by simply hiding a few objects around the scene of the crime. These ought to be thought of in the planning stage, though, and written into your adventures from the start; you shouldn't try and 'invent' clues on the spur of the moment unless the team are fouling up really badly!

When the Judges come to search for clues, it will usually be your responsibility to roll against their *Street Skill*, in secret. If you deliberately want them to find something, roll the dice, ignore the score, and tell them they discovered something anyway! If a clue needs to be found but the team don't even bother searching the scene of the crime, you could always have a back-up forensics Tech Squad find the evidence, and relay it on to them a little later. With practice, you will find you become quite adept at feeding your players clues in a wide variety of ways.

Traps

Traps can be great fun for a GM, and sheer murder (literally!) for Judges. Some perps like to leave nasty surprises for any Judges who may come after them, and they can be very effective at deterring a Judge from investigating further (especially if he's just been blown to bits!). Traps come in all different shapes, sizes and complexities; when inventing a trap, you will need to use your own imagination to work out its exact details. The following general notes, though, should hopefully give you some ideas to start from.

Never overuse traps. They should be the seasoning, adding spice to an adventure only once in a while, or your players will get very bored of forever being caught in a life-or-death struggle against unseen enemies. Also, they should be logically placed — give a thought to the person who sets them. Packs of mutated horse-eagles terrorising the Mega-City wouldn't leave complicated explosive booby traps to protect their lairs, though in the wildernesses of the Cursed Earth they may be adept enough to set simple snares for food. The type of opponent most likely to set traps is the lone perp, who needs additional protection to guard his back, as it were, or who simply likes setting traps because he is eccentric, perhaps pathologically insane! An excellent example of the latter is Barry Dreery (see his profile in *Chapter 6* for more details). Think about what the trap is designed to do. As a rule, there are two basic aims a trap can have: to hinder, or to kill. (There are also simple alarms, to warn of intruders and the like; these are self-explanatory, and require no further notes here.)

Devices designed to hinder an opponent are obviously more preferable as far as this game is concerned. There is no point, for example, of going to great troubles in designing a fabulously intricate and detailed adventure if all the players are going to be killed by a small explosive booby-trap after five minutes. If characters can be harassed and made to feel very uncomfortable by a device, without actually being removed from the game, everyone will benefit. There is no reason, of course, why you should not dress up a delaying trap to look like it is potentially lethal, of course: it is fun to deceive players into thinking they are about to die, whilst you know all along that they cannot. Typical delaying traps include snares and man-traps, self-locking doors, iron grilles, and shallow pits. Some delaying traps may simply injure a victim, by a variety of means including gas, electricity, poisons, or just a slice of sharp steel! Other more deadly traps can also fit into this category, provided there is a clear means of escape for a clear-headed, quick-witted Judge.



Fatal traps should be used only rarely. Whilst it is not forbidden to kill off characters, it is fairer to at least allow them a chance of escaping! However, if you do provide a logical, uncomplicated but obscure method of avoiding the trap, it can be very enjoyable when a player is momentarily scared out of his wits by it! Lethal traps can include explosives, poison and poison gas, acid, electricity, or a dangerous animal, and may take the form of booby-traps, high tech safety devices for computers and the like, or elaborate set-piece affairs such as pits, chutes, falling blocks, and so on. The only limit to a successful trap design is your imagination: but try and remember that someone should be able to escape from it somehow!

As a rule, a Judge should have a chance of detecting a trap before they stumble blindly into it. This chance is equal to their *Street Skill* as a percentage, and should be rolled by you in secret. If they detect something wrong, simply say something like 'A sixth sense seems to tell you there is danger ahead, but you aren't sure what it is.' If they fail to detect anything, just let them have it! If they specifically ask to search, again roll the dice in secret; if you feel generous, you may add a modifier to the roll, as they are actively looking. Be cagey in your answers: 'There is apparently nothing there' is a useful non-committal phrase for such occasions.



Driving, Riding & Flying

Handling vehicles and their movement is very similar to supervising normal movement. It should be fast and simple, and flow smoothly. Before you run your first adventure, set up and play through a sample car chase, and see how it can flow smoothly without immense mathematical formulae.

Much of the travelling in the game can be conducted without recourse to the speeds of the vehicle or the calculation of Actions and Phases. When your characters are simply proceeding to the scene of the crime, in most cases you will only need to give them a brief description of the journey, and tell them how long it takes them to arrive at their destination. When you are initially planning your scenario, you should make a note of the time any journeys may take.

On the other hand, you may prefer to include some events en route. If it is something like a radio message from headquarters, you may describe the journey in brief, and simply add that halfway to the destination the team received a message from Sector Control, before moving on. Occasionally, however, you may wish to set up a more complicated incident on the road, or during a scenario, in which a chase or collision occurs. In such cases, you may either have a predetermined outcome (maybe even a number of possible outcomes, dependant on a successful *Drive Skill* roll perhaps), or decide to play through the encounter at the time.

Car Chases

When supervising a chase between two or more vehicles, you should divide the time into Combat Rounds, and use the Acceleration and Deceleration rates listed for each vehicle in *Chapter 7*. Since the Judges will usually be on their Lawmasters, they should be able to handle their own movement rates, allowing you to concentrate on your NPCs. Speed in such situations is expressed in terms of distance covered in a set time (a single Round), so at the beginning of a chase you should determine how much of a head-start the leading vehicle has, and take it from there...

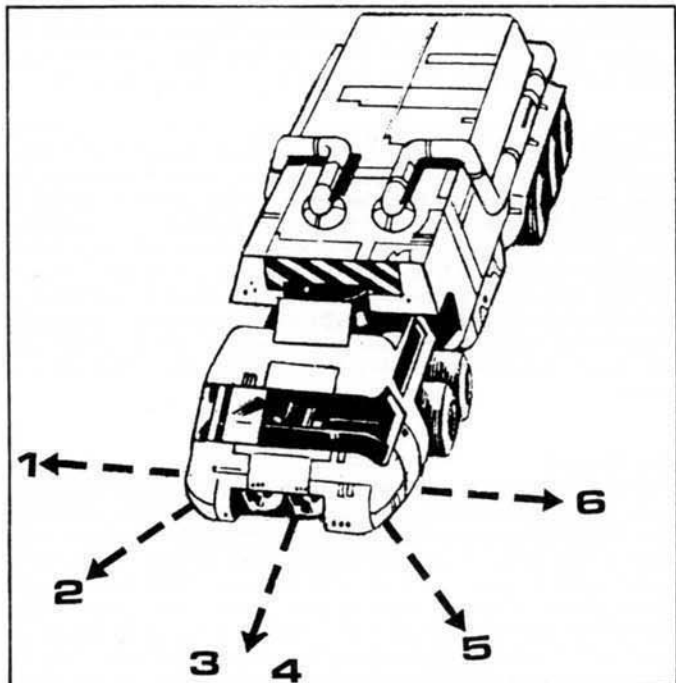
For example, Judge Kingsley has disturbed a masked perp in the process of heisting an eatery. Unknown to the Judge, who has just entered the building from the rear, the perp — the notorious Madness G MacPherson — has a hover car waiting out front with the engine running. As the Judge bursts through the back door and runs through the kitchenette, Madness hightails it out the front door, leaps into the vehicle, and zooms away in a screech of protesting tyres. The Roadster has an Acc Rate of 70m/R, and the GM rules that the perp has 4 Rounds lead on Kingsley. After 4 Rounds, then, the Roadster is travelling at its maximum speed of 200m/R as it swerves dangerously in and out of the traffic, and has a lead from a standing start of 560 metres (60+120+180+200). Next Round, Judge Kingsley's Lawmaster travels 80m; the perps travel 200m and the gap between them widens to 680m. Kingsley keeps his foot down and takes the Lawmaster up to 160 m/R next Round. Madness travels a further 200m and the gap between them is now 720m. Kingsley changes gear and takes the Lawmaster on up to 240m, while informing Control of his whereabouts, and readying his gun. As the perp is still travelling at 200m the gap is reduced back to 680m, next Round to 560m, then to 360m and so on. Kingsley will soon get close enough to loose off a shot — providing Madness doesn't do anything drastic with that Stub Gun he's just stolen!

Control Loss

The Judges, or indeed your own NPCs, may find they have suddenly lost control of their vehicle for any number of reasons, including taking a corner too fast, trying to stop too suddenly, or hitting an obstruction in the road. In the

following Round, they may try and regain control, using a Drive Action, by rolling against their *Drive Skill* as a percentage. If they are successful, they can regain control of the vehicle in time for their Drive Action next Round, unless you consider the vehicle to continue require a Control Loss check (it may still be travelling too fast, for example).

If they fail the roll, however, the vehicle will go out of control. You should first determine the direction the vehicle is now moving in by rolling a D6 and consulting the following diagram:



The vehicle will travel in the direction indicated, at the speed it was moving at prior to the loss of control, whatever the consequences! If the vehicle is travelling at 40m/R or greater, roll a D100 and consult this chart:

- 01-10 Vehicle goes into a Roll.
- 11-35 Vehicle goes into a Spin.
- 36-00 Vehicle suffers no further effects, and continues on the course determined above.

Rolling a vehicle

Any vehicle going into a Roll will take D10 random hits, and come to a stop in an attitude determined from the table below. The occupants will be too shaken up to make any more Actions in this Combat Round. If the random hits above indicate damage to the driver or other occupants, they may be more severely injured. The vehicle will end up D10 metres away from where it started the roll, in the following attitude (roll a D100):

- 01-40 Vehicle upside down. Any doors have 15% chance of being jammed shut. Occupants lose all Actions for next Round too, and lose D6 Initiative.
- 41-80 Vehicle upright. Occupants dazed, and next Round's Actions are halved.
- 81-90 Vehicle lands on driver's side. Doors on this side are unopenable. Occupants dazed, and next Round's Actions are halved.
- 91-00 Vehicle lands on other side. Effects are as for previous entry.

If the vehicle is not enclosed (especially if it is a Judge's Lawmaster), it will roll, but the rider will be thrown off and take D3 random hits (no Effect Modifier).

Skidding

If a vehicle goes into a skid, re-randomise the direction! It will travel D10 metres in this new direction before coming to a halt, and take D2-1 random hits. The driver must make a further *Drive Skill* roll, or the vehicle will slip into a full-blooded Spin. Any vehicle going into a spin will have its direction randomised using a D12 and the 'clock-face principle'. If it hasn't collided with anything, it should now be stationary. (Remember that characters with the *Control Skid* Special Ability will be able to cope more easily with such manoeuvres!)

Control Loss in Flying Vehicles

Losing control of a flying vehicle is much more serious for a character. The vehicle will start by simply plunging into a steep dive downwards! The speed of such a dive is equal to the current speed of the vehicle, increasing by its *Acc Rate*+10 every Round. The pilot may attempt to regain control, by rolling against his or her *Drive Skill* as a percentage. If successful, they can pull the vehicle out of its dive; however, for every 10m/R it was travelling above its Maximum Possible Speed (Max Speed+Acc Rate), it will take 1 random hit. In the unfortunate event of a vehicle hitting the ground, however, it will suffer the standard collision damage of 1 hit per 10m/R. Any occupants will take damage at 1 hit for every 20m/R (rounding up). This will be reduced by 1 hit if they are properly belted into their seats: the passengers in most commercial vehicles will not have these on unless they were warned prior to the emergency that they should strap themselves in.

Lifting & Throwing

Judges and other characters may occasionally need to lift or throw weighty objects. In such cases, you should use the section which appears on p37 of *Judge's Manual*, which will provide you with details of the weights a person of a particular *Strength* could lift. Depending on the circumstances, though, you may need or wish to modify these figures. Dragging a large, odd-shaped object across a rough surface will quite obviously require more strength and effort than pulling a smooth item weighing the same across a shiny, polished surface. Similarly, it is fairly easy for a character to carry a heavy weight if they simply have to walk leisurely to wherever they have to go. If they are having to run, perhaps stooped over and weaving from side to side because someone is shooting at them, there are chances that they will fall over, lose their grip and drop the load, and so on. In such cases, you will have to make a ruling, basing your judgement around the situation in question. The standard way of modifying the attempt is to reduce the weight a person can safely carry, when crossing rough ground, being shot at, or whatever, by moving the numbers on the Carrying Table one place down. Thus, someone with a *Strength* of 2 can drag any object weighing 80kg across a rough surface; someone with a *Strength* of 1 could lift an object weighing up to 30kg whilst under heavy fire, and so on. When two or more characters are lifting an object, things will get much more complicated, and you will have to rule as best you can according to the situation. The simplest method is simply to use your own common sense: if you think they can do it, let them succeed; if you don't think they can, then they will fail; if they might be able to, work out the chance as a percentage, and simply let them roll.

The *Judge's Manual* information gives details of how much a character can carry. For your part, you will have to work out what a particular item weighs. The following list should help you in determining such weights. It is not intended to be complete — it should simply be the basis from which you assign weights to the items which you use in your adventures. Remember that many items in the 22nd Century will be more advanced than they are now; consequently, many items will be smaller, more compact and lighter.

Weight Ranges	Typical Objects
Under 250g	Birdie, Cuffs, Knife, Respirator
250-1000g	Grenade, Hand Radio, Lawgiver, Medi-Pack
1-1-5kg	Cling Net, Spit Gun, Tool Kit, Vid-phone
5-1-25kg	Computer Unit, Garbage Grinder, Street Scanner, Tri-D Unit
25-1-50kg	Lawmaster, Robodog, Servo-Droid, small Thermo Bomb
50-1-100kg	Average person, Block Buggy, Robodoc, Street Cannon
101-500kg	Large Thermo Bomb, Laser Cannon, prize-winning Flabbie, Safe
501-1000kg	Demolition Droid, Roadster, Sonic Cannon
1-1-5 tonnes	Hover Car, Saloon, small Truck
5-1-25 tonnes	Haulage Tractor, Mo-Pad, Pat Wagon
25-1-100 tonnes	Airbus, H-Wagon, Sus-An bank
101-500 tonnes	Big Mo, Rad Tractor, Sky Rail train
500+ tonnes	Condo, Flying Restaurant, Spacecraft

Locks & Doors

Doors, locks and other similar obstacles will be a recurring problem for your Judges. They will also be of great importance to burglars and the like. In crime-ridden Mega-City One, everyone locks anything lockable! Locks and alarms come in many different sizes and degrees of sophistication; typical examples are detailed on p38 of the *Judge's Manual*. When designing your scenarios, you should include details of the locks and other security devices present, so you can deal with them without inventing them on the spur of the moment. Whilst you are drawing up plans of buildings, use different symbols for locked and unlocked doors, so you don't forget!

When faced with a locked door, a Judge has several options open to him. He can command the people inside to open it, if they are present. He can try and force it, by running at it or kicking it. And finally, he can try shooting the lock away (which is not very useful, however, when dealing with a computerised palm-print system!). A would-be burglar or bank heister, however, has a number of other, highly illegal options open to him, when attempting to gain entry somewhere:

Skeleton keys: These rare items are still used by some perps for opening old-fashioned mechanically locked doors, usually only found in Pre-Atomic blocks. Some burglars carry them as status symbols; no-one relies on them exclusively though, as locks are far too sophisticated nowadays!

Auto-keys: These are small, very handy devices which basically work as automatic lock-pickers for modern key-punch devices. They are clamped over the lock's keyboard, and an inbuilt computer chip deduces the correct code and keys it in, to open the door. See *Chapter 7* for a full description.

Computer-crackers: These highly sophisticated and hence expensive electronic devices are basically small portable computer units, which have been adapted to simulate voices for vocally-operated units, or crack the security overrides of palm-print locks. They fit into small attaché cases, but are fairly heavy. Most electronic security devices have sockets for a computer override (in case the occupant cannot open his door, for whatever reason), and it is via these that the device will crack the security codes. The devices are still relatively primitive, and will take 2D6 minutes to work out the exact code, and it is for this reason that they are still rarely used.

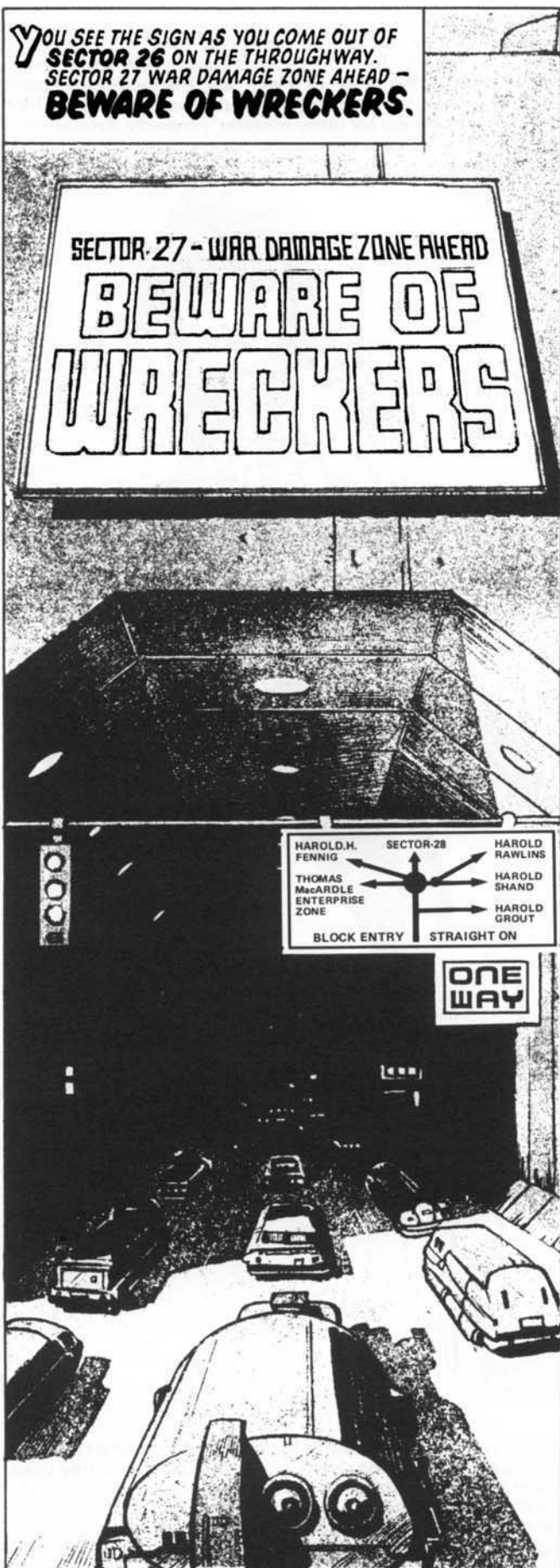
Other, less frequent methods include explosives (normally rather indiscreet in the crowded Mega-City), as well as other uses of force (including kicking, shouldering, ramming and smashing down doors). The technique of blowing the locks away with a well-aimed pistol shot, however, is usually reserved for Judges and other thugs!

When dealing with doors and locks, it is up to you to deter-

mine the exact details of each one. Different locks will take longer to open, as will different doors. You should apply modifiers as you feel fitting, according to the strength of a door, the sophistication of a lock, and the techniques being employed to open it. Finally, ensure that the Judges have the proper respect for other citizens' property. Proven crim-



inals have few rights, but it is very bad for public relations if Judges blow off the doors of every apartment they wish to enter! Whilst the Justice Department's accountants will gladly recompense any citizen whose property was unavoidably damaged during the course of an arrest, they will not take kindly to Judges who behave like renegade demolition droids!



Firefight—On a hot summer's night

Introduction

By this stage in the game, you should be fairly familiar with the basic rules. This simple scenario is included here for you and your players to practice combat and related situations, before moving on to more advanced, investigative adventures. It is deliberately brief, and consists of little more than a brief firefight, yet we recommend you play it through as your first game, especially if you are unfamiliar with rolegames as a whole. When you have done so, you should be ready to move on to take in the rest of the rules, and the second scenario, *The Ultimate Crime Of Tony Thermo*, which starts on p118 later.

Preparations

Before you do anything else, read the adventure from beginning to end. If there are any points you are unsure of, read them again, and try and visualise what may happen. If you are unfamiliar with the scenario, you won't be able to present it to your players very well, and the game may not be as much fun! You have permission to photocopy the small map included here and the perps' statistics for easy reference during play if you don't wish to write in this book. Prepare some appropriate Judges and criminals, by following the diagram on page 4 of the *Judge's Manual*. There probably won't be enough true Wreckers to go around, but any armed citizen will do just as nicely. The roadway side of the playsheet will be used in this shoot-out, set up as in the small map here.

You should determine the number of opponents involved in the encounter before play starts: this will depend upon the number of players you have. There should be 3 perps for every Judge (with a minimum of 2 Judges). Balancing the sides is important — it is no fun for the players if the perps massacre the lawmen, nor is it right if the Judges have everyone cuffed to a Holding Post in a matter of seconds.

The Judges will all be beginners, fresh out of the Academy, and will be riding standard issue Lawmasters. If at all possible, try and ensure that none of them have any Special Abilities just yet.

Background

Sector 27 is Wrecking Country! At night, strange hooded figures creep from the pre-Atomic blocks, armed with sledgehammers and spit guns. Blocking the roadways with the burning wrecks of stolen cars, metal drums and other debris, they cause vehicles to crash. Then the wreckers strike, clambering over rooves and bonnets, smashing in windscreens to steal money and valuables. Wrecking is a form of street piracy which has become very prevalent in some of the more desolate Sectors of post-war Mega-City 1, where Judge patrols are few and far between.

This adventure is set on the edge of Sector 27, on a rather remote piece of Mega-way running through the middle of a maze of overzooms and ruined pre-Atomic housing blocks. The Judges will start by chasing a speeding motorist, before suddenly being plunged into the middle of a wrecking. They will have to escape from an emergency stop and then deal with a large group of desperate armed wreckers lurking in the fog. From hereon in, the material in boxes can be read out to your players; all other material is intended for your use, to be applied to play as you see fit.

The Roadster

The following serves as an introduction into the adventure, which you should read out to your players once they have sorted out their characters, chosen a figure, and picked a Team Leader.

It is approaching 21:45, the evening of August 15th, 2107. Your team, led by Judge [whoever], is on a circuit patrol of the Meg-ways on the edges of Sector 27, East. It has been a quiet evening so far, with incidents well down after yesterday's Munce Day parades. The hot weather has brought its fair share of over-enthusiastic revellers, of course, with citizens being picked up for Drunken Behaviour and Disturbing the Peace on several occasions, but the only major crime of the evening in this Sector has been the theft of a truck carrying new Citi-Def supplies, including shell-jackets and spit guns. The roads in this part of the Mega-City are fairly free of vehicles, the traffic tailing away as night closes in. Sector 27 has been the scene of a number of attacks by wreckers in recent weeks, and you are keeping your eyes peeled for any suspicious behaviour.

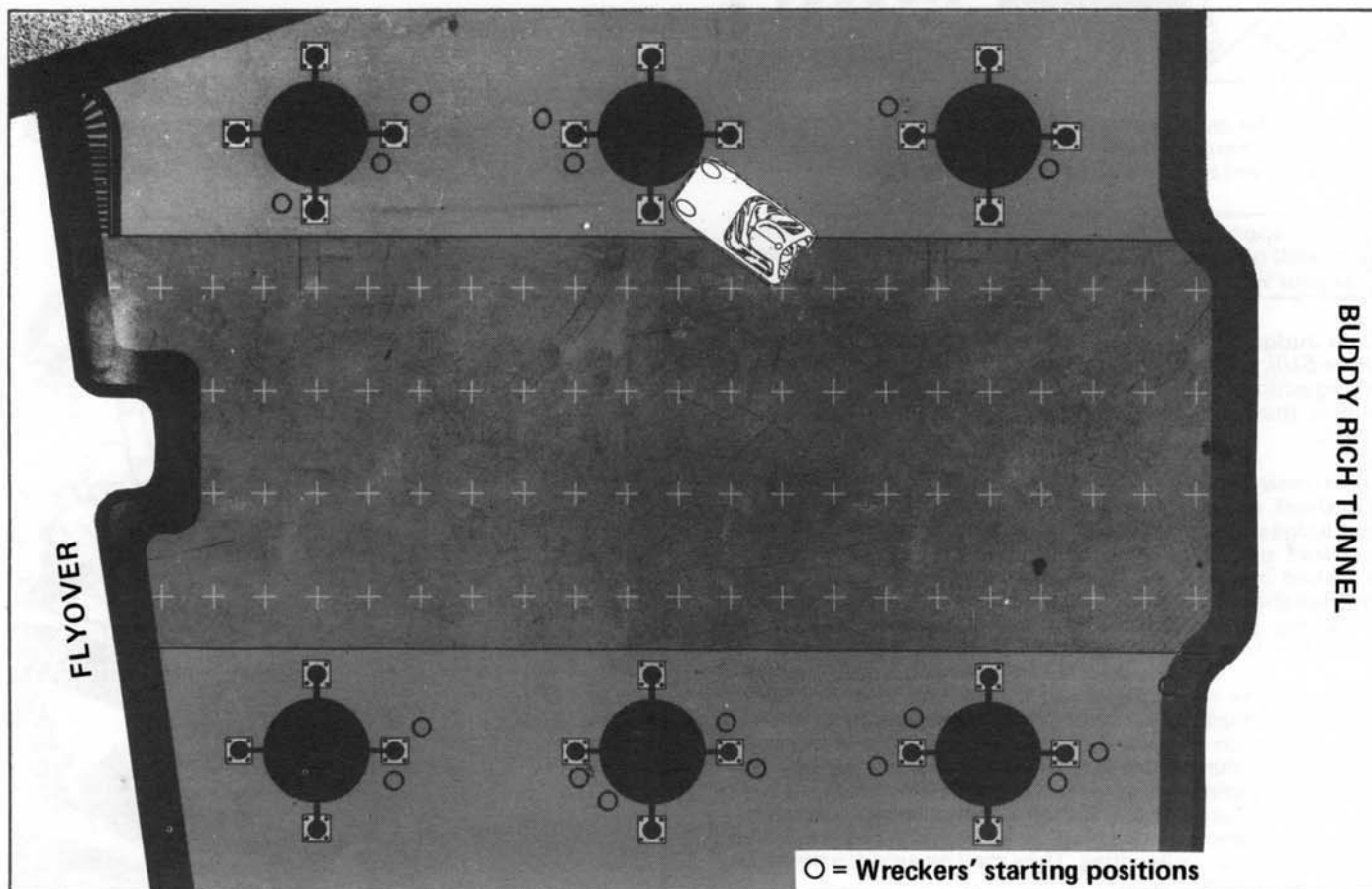
Heading eastwards, you turn onto the 27 Stripway, a four-lane highway that flows through the middle of the Sector. A light evening mist begins to descend over the area, programmed by the Weather Congress to cool the streets down after the sweltering summer's day. Sector Control warned you of the imminent weather change earlier, and you already have your fog lamps on as well as your normal headlamps. The 27 Stripway is a fast road, but warning lights and more importantly your presence are helping keep the sparse traffic to a safe speed. The large bulk of a cluster of ruined blocks (including Carlos del Astros, Lillian Gish and Bobby Louis Stevenson blocks) loom out of the gathering mists ahead, with the entrance to the 3km long Buddy Rich Tunnel beneath them.

As you near the large black mouth of the tunnel, there is a roar as a red wedge flies past you, well over the speed limit. The back end of the roadster (not showing the required rear lights, you notice) speeds away into the Buddy Rich Tunnel.

The Judges should, of course, give chase. If they attempt to radio in to Sector Control whilst in the tunnel, they will find that they cannot raise them, because the thick plascrete above them blocks out all radio waves. To try and radio Control before they give chase a Judge would have slow down to a stop to ensure they do not enter the tunnel, a highly illegal move on a fast Meg-way such as this one! The speeding Roadster is travelling at 385m/R down the empty outside lane of the four-lane highway. This is just under the normal Max Speed rating for the vehicle, and is fairly safe at the moment inside the tunnel, though well over the speed-limit for the particular weather conditions: when the driver emerges out the other end of the tunnel, though, he will run into an unexpected bank of fog, and suffer *Control Loss*, but this is yet to come. The Judges are currently travelling at 270m/R, and are one Round behind the roadster. Consequently, when they start to give chase next Round, they will be about 230m behind the roadster, and can accelerate until they are travelling faster than him. They will gain on the roadster, but never quite catch it, for other things are about to happen.

The tunnel is high and wide, and well lit, with bright 'Keep in lane!' signs hanging above the roadway, which curves fairly sharply away to the left and then the right. Ahead of you, the roadster is just disappearing around the edge of the curve, though you appear to be catching up with it fast.

However fast they ride, though, they will not be able to catch the roadster, because as they round the final bend, the roadster has just come out of the tunnel and disappeared into a thick cloud of mist. Atmosphere Control has had a malfunction, and a thick fog is fast descending on several of the eastern Sectors of Mega-City One. Unknown to the Judges, the driver is frantically trying to keep control of the vehicle and stop it from crashing into one of the support





pillars of the overzoom which crosses the 27 Stripway at this point. There will come a muffled squeal of brakes from up ahead, and then the Judges will hit the fog.

As you approach the end of the tunnel, you see a thick grey wall of fog waiting for you. You burst out into it, and feel your wheels slipping on the damp road surface.

Each Judge must make a Control Loss roll against their *Drive Skill*, with a +25% modifier; if they stated they were taking action to slow themselves down before they left the tunnel, they may have a bonus to their score of a further +10%.

From now on, you can move the action to the large playsheet. At first, there will be nothing on the road except the Judges, and a badly damaged red roadster. This has careered up the sloping north side of the roadway and smashed into the middle pillar, throwing its young driver through the windshield to lie sprawled across the bonnet. It is leaking petrol down the slope — when the shooting starts, this may well go up with a bang!

If the Judges roll, spin or skid, they will take the usual effects (detailed on p22 earlier) though none of them will take more than *one* hit of damage, if at all. Move the Lawmasters and the Judges across the sheet to where they end up (treating one square on the sheet as 2 metres). Judges who did not lose control of their Lawmasters should come to a stop as soon as possible, to investigate the crash and help any injured colleagues. They may be aided in doing so by the following.

The Wreckers

A number of wreckers have been waiting amongst the ruins at the top of the slope on either side of the Meg-way, ready to strike. Having heard the noise of the approaching vehicles, they have chosen this moment to push the Citi-def truck they stole earlier over the edge of the southern slope, to come crashing down on the Judges! The following applies specifically to Judges who have maintained control of their bikes, but should be read to the team as a whole.

As you hang on to your Lawmaster, wrestling with the controls and trying to bring it to a halt, there is a crashing sound, and you see a large truck descending the slope verging the road towards you at quite a speed.

The truck will be pushed over the edge between the central and the western pillar on the southern side, and will descend straight down to the roadway. Depending on where the Judges happen to be, a number of different things may happen. If they are directly in its path but moving, or to the east or west of it and stationary, they will escape it with little difficulty. If they are to the east of it but moving, they must save for Control Loss with a +25% modifier to their *Drive Skill* or hit it the truck, with 5 random hits being delivered to each vehicle! If they are directly in its path (not so likely), they will take collision damage amounting to two random hits on both the Judge and his Lawmaster (if he is still sitting on it!), and one hit on the vehicle. If there is nothing in its path, the truck will take one random hit as it hits the roadway, and continue moving across as far as the slope on the opposite side, where it will come to a halt.

There will then come a very eerie silence, with the Judges standing all alone in the shifting mists, surrounded by wrecked vehicles. In this split second lull before the storm, they can take stock of their situation, by taking a glance around them.



You are on a short section of road just outside the exit to the Buddy Rich Tunnel, in the shadow of another Megway which crosses above it, supported by a number of large pillars. Either side of the road is a sloping verge, which rises up perhaps 6 metres. To the north-west, a small set of steps are cut into the verge, leading up to a pedway above the road, also supported by a few smaller pillars.

Amongst the thickening mists, murky figures are gathering in the darkness...

The wreckers will suddenly close in on the Judges, rushing down the slopes and steps from both sides. In the foggy darkness, most of them may still not be too sure who they have caught, but they have heard the crashes and are attacking anyway.

There will be three wreckers for every Judge present. Most will have the statistics of Wrecker A; one in every three, though, will be like Wrecker B.



Wrecker A: S I CS DS TS MS SS PS
2 16 15 18 17 15 25 3

2 Actions, in Phases 4 & 7.

Armed with [roll D6]: 1-Knife, 2,3,4-Club, 5-Electro-Prod, 6-Hand Gun

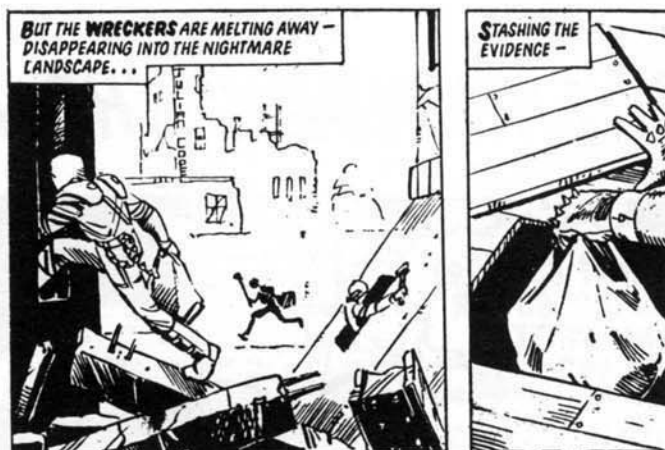
Wrecker B: S I CS DS TS MS SS PS
2 22 20 28 15 20 28 5

3 Actions, in Phases 3, 6 & 9

Armed with Spit Pistol, and wearing Shell-jackets (chest 25%, abdomen 25%), stolen from the Citi-def consignment earlier.

The statistics for the wreckers should ideally be copied out onto a separate sheet, so each one can be handled individually in the fight to come. Those with guns will try and stay behind cover - a pillar, the CD van, the roadster, even an abandoned Lawmaster. The others will close up to join in hand-to-hand combat. The wreckers will attack immediately; the Judges, though, must challenge them to surrender. Only 2 wreckers will give up when they are challenged; the others have plenty to lose by surrendering now, not least 20 years of liberty, and are willing to take a chance on winning the battle. Your Judges can roll as usual, but only two, of the A-type, will throw down their weapons.

Handling the battle will be quite a task, so take it slow and methodically, imagining everything like a slow-motion movie gun-battle perhaps! Have it clear in your mind when and how the wreckers will act, and let your players handle their Judges as you count through the Actions. Where there



are two or more characters (Judges or perps) acting in the same Phase, allow the Judges to act first. Of these Judges, the one with the lowest *Initiative* will declare what he or she is doing first, but the Judge with the highest will actually *act* first. Bear in mind that the Judges are supposed to take the perps alive if possible, and that an injured perp may surrender if challenged again.

Should a Judge radio for back-up during the fight, a Pat-Wagon and/or a Med-Squad will arrive 2 Rounds after the fight finishes; otherwise, they will have to call them up afterwards. If the fight is going all one way, or you want to spice it up a little, remember all that petrol spilling about! For even more devastation, don't forget there may be other traffic on the road, travelling at speed and totally unaware that there is an obstruction on the other side of the Buddy Rich Tunnel!

Afterwards

Hopefully, there will be some Judges alive to cuff any surviving wreckers and await the arrival of a Pat-Wagon. The mist will begin to clear soon after the fight is over, as Atmosphere Control rectifies the fault, and the fog will lift to reveal a beautiful night-sky.

All Judges surviving the fight will each earn 3 Experience Points for every wrecker taken alive (injured or not), but lose 3 points for each Judge that dies (to a minimum of 0 points). Any Judge who survives the fight completely uninjured will earn a further 10 EPs. You may also care to award 5-10 EPs to a character for special acts of bravery or demonstrations of particularly laconic wit, and so on. There will be more on the allotting and the use of EPs in the next chapter.



3: EXPANDING THE ADVENTURE



So you've played a few simple scenarios, and now you want to design a more complicated adventure which combines investigation with combat, to challenge the minds of your players as well as their fighting ability? Perhaps you'd like the scenario to be the first in a linking series, which will eventually combine to form a large campaign game, with your Judges gaining new skills and maybe even promotion up the ranks of the Justice Department? This chapter expands on the basic information presented in *Chapter 2*, adding peripheral material on Experience Points and their use; the Sector House and the Justice Department as a whole, and the parts they can play in an adventure; and notes on designing and running extended scenarios and campaigns. Some of the material here is an expansion of the rules and suggestions presented in *Chapters 5 & 6* of the *Judge's Manual*, to which you should refer as necessary.

CAMPAIGNS

A campaign is, at its simplest, a series of scenarios linked together by the same Judges, and sometimes the same villains too. Instead of creating a new character for each game, a player keeps his or her previous one, developing their character and skills as the game progresses. However, it can grow into much more than this, with characters living out the whole of their daily lives in the game, set against the realistic background of a dynamic, living city. In such games, scenarios change from being set-piece adventures, with a marked beginning and end, to something approaching a continuing narrative, almost, with characters reap-

pearing, events linking to others, backtracking, and setting false trails, and so on. Stories from *2000 AD* like *'The Judge Child'* or *'The Apocalypse War'* can be considered as campaign-style stories. Campaigns needn't be so powerful, though: stories like *'Diary of a Futsie'* and *'The Mega-Rackets'* make equally good campaign material.

Starting a campaign

When considering designing an extended scenario or campaign, you should start small, and gradually build up the pace and scale of the adventures, allowing you and your players (and their Judges) to develop alongside it. While your imagination may be brimming over with ideas for a high-powered, marvellously-detailed campaign spanning several years, featuring wars, journeys to other planets and so on, it is likely that you will spend so much time planning it you'll never get around to presenting it to your players! *Judge Dredd* is a game, designed to be played with other people, so keep your ideas small to start with, and work your way up gradually.

Campaign design obviously requires much more thought and time than writing a simple scenario. All the material you would include in the latter still has to be included, but background information, special links and clues, alternative scenarios, events outside the Judges' control, and many others all have to be planned into it as well. If you allow your games to slowly grow, you should be able to add details in stages. In one episode you may introduce a new

character, who though not playing much of a part in that scenario may well reappear (together with his or her criminal organisation, friends, business, and so on) in a later game. In another adventure you can familiarise the Judges with a particular Sector you have designed in some detail, and then move the location to another area close by for the next adventure. Keep on doing this long enough and you may well map the whole of Mega-City One!

Another way to lead into a longer scenario or campaign is to design a seemingly clear-cut, straightforward case, which will turn out to have far-reaching complications and underlying mysteries, only discovered if the Judges are successful at solving the initial case. Continue in this vein, leaving seemingly unimportant clues, rumours and vital encounters a long way ahead of when they will become useful, and you will be able to build up a real spider's web of intrigue with just a little extra effort.

For example, a spate of bank heists are cleared up by the arrest of a gang of average perps. On searching one of their apartments for the stolen loot, though, a tape of a vid-call from a mysterious man is found. All the Judges have to go on is that someone was paying the perps to rob banks...who, and why? And when they do find this man, why is he being blackmailed by someone else? And what do the Hunter's Club and the League of Fatties have to do with the case?...

The easiest way to start running a **Judge Dredd** campaign is to run a series of typical cases, interspersed with a few longer scenarios which are more like set-piece adventures. The usual scenarios may fit around a day-to-day routine of patrols, duties, and the like, with the longer adventures taking the form of special assignments. None of the adventures necessarily need to be vast apocalyptic threats against the Mega-City or treks across the Cursed Earth, however: save such heroism for when your Judges are experienced enough to handle them properly. In any case, if the Judges have to save the world as we know it every other week they are going to get rather bored!

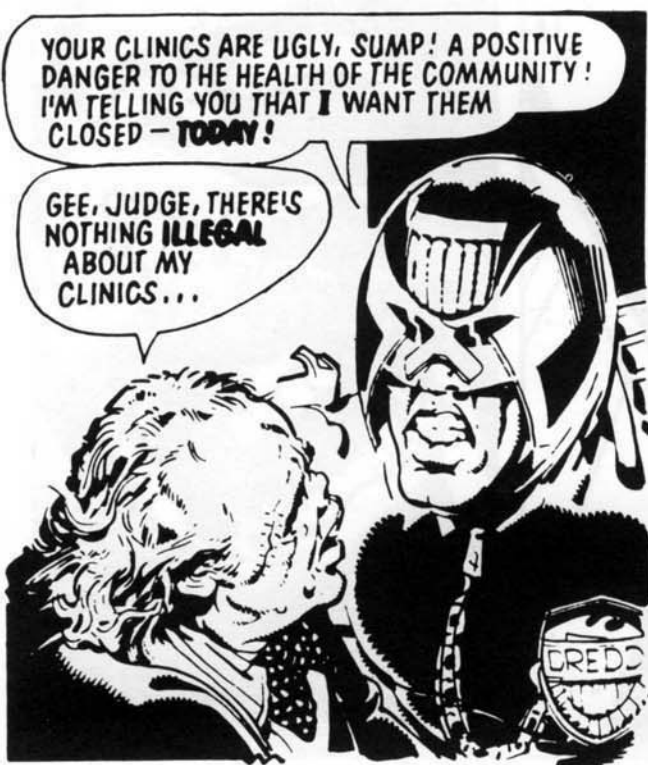
However complicated a form they take, the cases or episodes you design should still be governed by the guidelines on *Scenario Design* given on pp10-11 earlier, indeed more so. Close attention to detail, plots, settings and background can prove vital for setting up a nicely complicated investigation for your Judges.

Fleshing Out

Unlike some role-playing games, **Judge Dredd** already has the basics of its own ready-made background, which lessens the effort needed in creating a scenario. However, the sheer scale of Mega-City One means you will always have to invent your own smaller details when designing an adventure. As we have already said, it is easiest to start with one individual Sector, and gradually work your way outwards. As your campaign gets into its stride, the area will soon take on a life of its own, as scenarios develop the area way beyond your original conception of it. In *Chapter 5 — Sectors & City Blocks*, you will find maps and plans of typical scenes, which may be useful in designing settings for adventures.

Major villains, too, will seem to develop uncannily from flat, simplistic sketches into fully rounded, sophisticated people, with their own distinct characters, motivations, emotions, and so on. Scenarios will appear to generate themselves as the Judges try and hunt them down and bring them to Justice! These characters may need more work than usual to begin with, but each time they reappear (if they reappear, that is), they can be developed further. Favourite enemies can even come back to attempt to wreak their revenge on the Judges, leading to even further character development.

Other characters besides perps can also be developed: narks like Max Normal, oddities like Otto Sump, and foolish droids like Walter The Wobot reappear time and time again, developing their own unique characters with each fresh encounter. It isn't really recommended that you include Max, Otto or Walter themselves as major characters in your games, but there is certainly plenty of room for similar characters.



Various other members of the local Sector House, and Justice Central, should also be detailed. The Judges will take regular briefings from their Sector Chief initially (only the most senior Judges take orders straight from Chief Judge McGruder), and he or she should therefore have an identifiable character. There may be some fellow Judges who tend to reappear in different adventures, becoming friends, even joining the team for a particular adventure perhaps. Keep a file of such characters, along with typical Pat-Wagon or Meat Wagon crews and other recurring encounters so you don't have to keep on generating a fresh crew each time. There are guidelines for generating such characters later in this chapter.

And of course, the Judges themselves can be fleshed out. At first, the team will probably have to use a large locker room-come-office with all the other younger Judges. Later, they may have half of an office with another team, and aspire to have one of their own. Only the highest and most experienced Judges get to have their own private offices, usually a mark of their dedication and esteem. Each Judge will also have his or her own apartment, maintained with expenses drawn from the Justice Dept Accounting Division; it is up to you to decide exactly what form this will take. Bear in mind, though, that a Judge will really only return there to catch up with his reading (The Law, of course), or to sleep. Judges do not have lives of their own outside of the Justice Department, a fact which should be emphasised to your players. However, they *are* people, with backgrounds and acquaintances. Judge Dredd, for example, has a now-dead renegade brother Rico, an Italian cook and cleaning lady called Maria, and a servo-droid called Walter. What about your Judges?

It may appear to be stating the obvious, but try not to kill off all your player's Judges! This will prove rather terminal for your campaign. After all, it is the team which links the scenarios together; without it, there is no link, and they will all have to start again with fresh characters and a new adventure. Balancing your scenarios to the capabilities of the Judges (and indeed their players) can only come with practice, though, so be prepared for a few false starts before you get the balance right. After running just a few scenarios, you should be able to design the right sort of game for your players. The very best way to stop yourself from killing all the Judges too early in a campaign, of course, is to keep them out of gun battles by designing more investigative scenarios, which only really burst into full-scale violence for an all-or-nothing showdown at the end. You should find that most players will become rather bored if all they ever do is shoot things (though this may excite some of your more juvenile players). A Judge is a combination of brawn *and* brains; it is up to you to let him exercise both.

If a player loses a Judge, but his team survive to continue play, you may allow him to roll a fresh character and rejoin the adventure or campaign at a suitable point. When introducing fresh characters to a team, remember that they cannot possibly know what the previous characters knew. Players may initially forget this, and start making quite impossible 'guesses' about the case, drawing on knowledge their previous character learnt. This is, of course, extremely bad roleplaying, and should be discouraged. We recommend that you do not boost a new Judge's powers to bring him level with the older Judges. They have had to spend a fair amount of time working their way up to their current position, and the newcomer should really have to do the same.





To sum up, you should start your campaign small and work your way up slowly. Allow both the game and the characters to steadily grow and develop at the same rate. You don't have to follow a particularly linear track from episode to episode: slip in asides, minor adventures, diversions and totally unrelated incidents, just to keep your players on their toes, before letting them return to the case proper.

ON PATROL

One of the easiest ways to start a scenario is with your Judges out on a patrol of their Sector. They may encounter and deal with a few minor offenses, before suddenly having a major incident sprung upon them. Perhaps the team 'just happen' to be cruising past a bank when they notice a suspicious vehicle speeding away, or they simply receive a call from Sector Control directing them to an incident seen by a security camera or reported by a citizen.

In an extended campaign, the Judges will almost certainly be based in a particular Sector for some time, in which case a number of patrol-based adventures can be used to familiarise them with the area. Patrols don't have to degenerate into a desperate life-or-death showdown with heavily armed perps every single time! For a change, take them around the Sector, letting them meet and interact with some of its more bizarre residents. There are plenty of smalltime crooks around too, from scrawlers and litterers to slowsters and taps — remember, someone has to catch these too! Narks and informers can be added to the Judges' payroll, and later visited for information and rumours from the criminal underworld.

The more trivial events of a Judge's day may also be played through. Perhaps a little girl's robocat is stuck up a synthi-tree in the block park, or a Juve has just stolen another's bendy Rocky Vollo doll — a Judge must be prepared to respond whenever there is trouble, big or small. Sometimes such events will merely be diversions from the case in hand; at other times they may even initiate an investigation themselves.

Patrols may take a number of different forms, as detailed on p40 of the *Judge's Manual*. It will be up to you to decide what sort of patrol the Judges are assigned on a particular shift, be it a circuit route, a patch patrol or whatever. Each twelve hour shift will usually centre around a slightly different patrol: one day the team may be assigned to cover a certain route between two set points; the next, they may be

set another route between the same points, and so on. The Justice Department likes to keep its Judges confined to a particular area within a Sector, typically between 30 and 50 square km, which they may patrol by a number of different routes. Familiarity with an area means they can notice something wrong far easier, will have a fair guess which of the local criminals is involved in an incident, will know the intricacies of the roads and walkways in the event of a chase, and so on. It is your job, as GM, to detail as much of their patch as possible. All the data on a particular area is held in MAC's encyclopaedic files (which the team may want to access at the most surprising moments!) so it is better to be prepared. If they catch you without pre-planned information, by all means make something up, but don't forget to note it down sometime so you remain consistent. The particular scenario being played will obviously dictate what information you need to detail, but bear in mind that players don't always think the same way you do; try to cover material *around* a subject as well as that directly concerned with it.

Random Incidents

When planning a scenario, you may wish to include the possibility of a chance event happening to distract or delay the Judges for a time. The streets of Mega-City One are teeming with lowlife, and it is not unusual for a Judge to have to cope with a long stream of minor offences while following up a major one. However, we would strongly recommend that you *do not* have a standard table on which

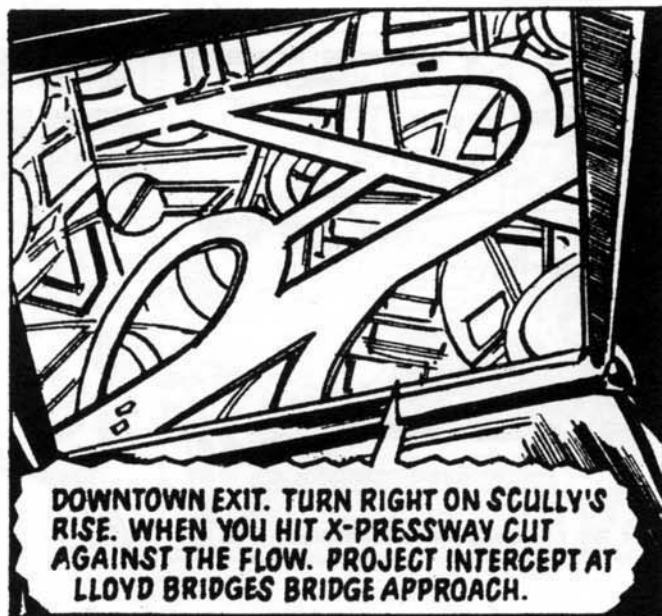


you roll for an encounter every time you feel the game is flagging, to produce a random crime which is anything from spitting in a public place to mass murder! If one is crossing the Cursed Earth, it may well be fair to roll for encountering 1-4 Dog-vultures every mile or so; in the Mega-City this is simply not feasible.

If you wish to include the possibility of a random encounter for your Judges, you should build it into the scenario properly, by detailing it when you design everything else. If you have decided that there is a chance of something happening when the Judges reach a certain point in the plot, by all means roll the die to see whether it happens or not. If it does, however, you should have prepared the possible encounter long beforehand. It can be quite disastrous for the flow of a game if you suddenly have to stop the action, roll up some perps and their statistics and weapons, and then decide what they are doing at that particular moment in time! Random encounters rolled up in such a manner are rarely more than cannon-fodder for the Judges, and may be too powerful for them, inadvertently weakening them before they get to their proper encounters. So instead, detail everything beforehand. For a random encounter, you need not decide that it will take place on the roll of a 6 on a D6; a better method is say 'If the team have not suffered any damage or injury yet, they will encounter a Futsie at this point...' This way, the Judges will not meet the perp if they are too weak to survive the encounter. Common sense and a little practice will soon tell you when to impose random incidents, and when to leave them well alone.

MOVING IN THE MEGA-CITY

If you want your Judges to move from one location to another in the course of an adventure, you must obviously include details of the route they can take, the type of roads, the time taken, and other incidental descriptions of the journey: the state of traffic, what they can see from the road, any events en route, etc.



The Roads of MC-1

When designing the setting for your adventures, it is up to you to detail all the roads and walkways of the area. Pages 41-43 of the *Judge's Manual* detail some of the bewildering types of roadway that entangle the Mega-City. Use the notes there to determine exactly what sort of roads go where when designing your scenarios or mapping the Sector. Bear in mind that the road system will expand to look like a tree, with many minor roads serving wider roadways, which feed in turn into a few central cross-Sector Throughways. As a general rule, the wider the road the heavier the traffic, the higher the minimum speed, and the greater the Judge presence.

Mapping the roadways will probably prove to be a major headache to you when (or perhaps if!) you want to draw up a map of the Sector. Most of MC-1 looks like an explosion in a synthetti factory, with innumerable road- and walkways twisting and spiralling in every direction. Since, however, it is purely up to you how you design your Sector, the planning, positioning and mapping of its roadways can be made as simple or as complex as you wish. The simplest way to map a Sector is probably to use graph paper, the blocks represented as simplified squares or rectangles, and the roads as thin lines of different colours according to their size.

Complexity, however, can sometimes be to your advantage. A scenario could, for example, be based solely on a chase around the roadways, with a distinct possibility of the Judges getting hopelessly lost. Of course, they could always try and call up MAC to tell them where they are and to provide a close-up map of the area on their vid-screens; but if they suddenly see the perp they are after slipping away down a side-road again, they may forget about finding out where they are and give chase again. It is not unknown for perps to set up ambushes for Judges too, leading them into an unfamiliar part of town before pouncing on them in a back street. With a little imaginative application, the road system can become another major hazard for the Judges!

Travelling Times

If you need to simply express the time a typical journey takes, you should use the following simple formula. The standard travelling time from one point in a Sector to another (still in the same Sector) may be worked out as $10 \times D20$ Game Turns, with suitable modifications imposed by you. If it crosses the boundary into another Sector you

should multiply the result from above by the number of Sectors passed through, again suitably modified (as you see fit) for any delays, as necessary. If, for example, the Judges tried to cross the path of the Apocalypse Day Parade, they could be delayed for several hours! The *Sector Knowledge* Special Ability can halve most travelling times, but even the best Judge will be seriously delayed by heavy traffic.

If the distance to be travelled is less than ten kilometres or so, there is rarely any need to treat the journey as an abstract formula. It may be much easier to play it through, briefly describing the journey, or simply say that it takes a few minutes with no notable incidents. The formula is intended as a very simplified guide only, which you should adapt or scrap altogether, as your scenario demands; if your plot demands that the Judges take at least an hour (about 60 Game Turns) to travel from one place to another, then obviously don't bother rolling the dice.

You may want to play through a longer journey with the team. This method should really only be used when something is going to happen on the journey (or you will get the 'Turn one: move 50m, nothing happens. Turn two: move 50m, nothing happens...' syndrome). However bear in mind that your players may recognise that whenever you want them to play through a journey they are guaranteed to be meeting something en route.

Incidentals

All sorts of funny and dangerous things can happen on the way to a crime! Dangerous slowsters hog the road, joyriding Juves veer across lanes with drunken abandon, jaywalking OACs dodder across from side to side, sky-heisters swoop down and snatch vehicles at high speed, and much more. All kinds of diversions can be built into scenarios to delay, weaken, worry, infuriate or even amuse the Judges as they travel from one place to another. As suggested above, an interestingly different adventure can be designed solely around a journey along the roads of the Mega-City. The views from the higher roadways can be quite breathtaking, and may be very useful, if you feel up to describing or drawing them, in conveying the overwhelming scale of the city to new players.

When designing incidents on the roadways, bear in mind the notes on *Random Incidents* earlier. Diversions from the main plot of a scenario should be fairly brief, well planned and balanced, and as a result must not seriously injure the Judges and make them unable to adequately cope with the rest of the adventure, unless that is specifically what you want to happen.



Walking The Beat

Not all a Judge's time is spent on the roadways, cruising at high speed on the lookout for joyriders and slowsters. They may spend just as much time sat in a Watching Bay, carefully observing a shopping mall or crowded walkway, and in walking the streets and riding the slidewalks. Many scenarios will involve a walk (or perhaps a run!) through the crowded streets searching for or chasing a perp, gathering information, or maybe just looking and watching.

Planning a foot patrol is easier than setting up a motorised one: the potential area a Judge can cover is obviously much less, and abstract concepts like speed and time become less important. On the other hand, though, the smaller scale means that a Judge will be looking more closely at his surroundings, and will want more information on what he sees. On a ten-lane Skedway, only the road itself is important, and that is not too hard for a player to imagine! On the streets, the location can prove much harder to describe — is it a gleaming new Shoplex, a war-damaged slum, or a steaming Rad-pit? Where are the roads and pedways, the elevators, holding posts and Autobus stops? Is the area on ground level, or is it higher up, served by a lattice of eezigrides and escalators? Unless you can describe the scene in detail to your Judges, they are going to be confused and may not be able to react properly to anything that may happen.

A Judge on the beat should have all his senses open, watching for any infringements of the Law. From a carelessly dropped gum wrapper to a vicious tapping right in front of his eyes, nothing should escape his notice. Judges are constantly watching out for suspicious behaviour — a worried glance, a nervous whistle, or an indiscrete bulge in a coat pocket perhaps — which all call for some detail on your part when you first plan the scenario. There are further notes on handling NPCs and their behaviour in the next chapter, *Perps & Crimes*.

The standard movement rate for walking using the Actions system only needs to be used when the Judges are cautiously investigating a particular area and you are applying the Phase framework (a fairly rare occurrence outside). When a character is strolling through the crowded streets of Mega-City One there will be no need for a specific time-frame unless the Judge is caught up in a fight, and a leisurely walk will take in around 12 metres a Round, or 72m a Game Turn (about 4½kmh). Especially crowded areas will obviously reduce this speed, in which case you should apply a reduction to their movement rate as you deem appropriate. Moving pavements will travel at 10m/R, though there are some faster ones on the main pedestrian routes. Running will obviously be faster, but on some occasions the density of the crowds will make it impossible. If you don't want a perp to be apprehended by a Judge at a particular point, it is easy to put a large crowd of civos in the way in which he can lose himself and escape.

Public transport won't be too important to a Judge, but some of your NPCs may certainly use it. Though a fair number of citizens possess their own vehicles, many do not and so the buses and the Zoom will always be full of citizens going shopping, visiting, or occasionally even to work! Perps may slip away on from the scene of a crime in a hijacked Robotaxi; some may even try to blow up the Skyrail as a protest against something! General notes on such services may be found on page 43 of the *Judge's Manual*. You shouldn't need to detail fares or hire rates, since the Judges would never need to pay. However, if a scenario demands that a character doesn't have enough money for a fare, for example, a typical rate may be 10 credits for an Autobus or the Zoom, or a credit a kilometre for a Robotaxi, though as always you are free to adapt such details as you see fit.



DATA USE

In the high-tech world of the 22nd Century, computers play a major part in the fight against crime. Consequently, you must be prepared to invent the contents of a computer file when designing your scenarios, just in case the players want their Judges to consult them whilst researching the background to an investigation. If the Judges want more information on a vehicle, in case it has been stolen or hijacked, they will want to consult MAC for details of the vehicle, where it was last seen, its owner and licensing record. Everyone in MC-1 has a complete personality file, with every detail you could ever imagine. A fingerprint, or sweat trace on a gum wrapper or door handle can be traced back to its owner; the owner's most recent movements can be retraced from shop purchases (since most transactions over 5 credits will use credit cards) and street camera recordings, and they can be found by spy-in-the-sky cameras which can recognise people from computer-generated descriptions!

Such activities should not prove too much of a headache for you to cope with in your adventures; all they require is a little forethought when you design your scenarios, bearing in mind the capabilities of the technology of the period and scaling up accordingly. Only the major perp or perps may need fully-detailed printouts of their criminal records from the files. Should your players ask for others, they will just have to settle for a list of highly irrelevant details made up off the top of your head. Full vehicle records will only be necessary if the one in question looks suspicious, or has attention drawn to it in the course of the game (the Judges, hopefully, won't call up MAC for the full files on every vehicle they come across). Otherwise, Control can simply report back the name of the owner, his or her address, and possibly even their profession. Any necessary data on city blocks can be summarised using the diagrammatic plans introduced and explained in *Chapter 5*. All other data will normally be specific to the particular adventure, and should therefore have been prepared, in any case, while you were plotting and writing the scenario.

If you are really stuck to provide your over-inquisitive players with an amazingly obscure and irrelevant fact from MAC, simply tell them that the Tech Judge is having trouble finding any relevant information, and then hit them with the next part of the adventure. By the time they realise they still haven't had an answer to their question, they shouldn't need it!

Accessing Data

There are two basic methods a Judge can employ to access data from MAC or Barney: ask a Tech-Judge to do it, or do it themselves. The former is easier, and generally quicker, as they can do it while riding their Lawmasters without having to get to a terminal, simply by picking up their radio.

A Tech-Judge, usually stationed in the control room or research labs of the Sector House, can call up data on any subject from any files anywhere in the city, be they MAC, Barney, or the Mega-City library, simply at the touch of a few buttons. However, a Tech-Judge must be given a specific task to do; they cannot simply be told to read through the files and look for something suspicious — they simply wouldn't know what to look for. When your Judges require the services of a Tech-Judge, they can call them up from their Lawmasters via the bike radio unit, or visit their Sector House in person, to ask their specific questions. If the answer is short, it can be given verbally; otherwise, the Lawmaster's vid-screen will show all the relevant details. The best way to handle a vid-screen printout in a game is to prepare a photocopied sheet beforehand, which you can then give to your players to refer to as they wish. There is a typical file print-out on a perp, in *The Ultimate Crime Of Tony Thermo* later in this book, from which you may create your own examples as your scenario demands. The following stats are for a typical Tech-Judge computer operator:

	S	I	CS	DS	TS	SS	MS	PS
Tech-Judge	2	35	35	30	80	30	30	25

Special Abilities: Use Data 2 (plus others)

A Judge may alternately elect to search through the files himself, in which case he will have to return to his Sector House and use a terminal there. When he searches for a specific piece of data, you should make a secret die roll against his *Tech Skill*, to see whether he manages to find any relevant information. If you decide they definitely must or must not find something from the files when designing the adventure, roll anyway but tell them what you need to without looking at the result! Computer files are good places to leave obscure clues that may help crack a difficult case if the Judges look hard enough or in the right places. Files and records can be used very effectively to gradually build clues over a number of adventures, adding more snippets referring to events later in a campaign. When preparing a computer file, you may care to bear in mind where your game is leading, and add pointers accordingly.

WHEN THE SHOOTING STOPS...

Once all the action has been resolved and the perps have been arrested, there are still a number of things for the Judges to do. Any surviving perps must be cuffed, sentenced, and escorted to a secure place to serve their time. Some may be taken away for questioning and forensics examination, or autopsies and post mortems depending on their state of health! The scene of the crime must be analysed by a forensics team, and then cleared up and repaired. The arresting officer, or a member of his team, must write a full report on the circumstances of the case, taking statements from witnesses, a detailed timetable of events, and so on. If the case is not yet over, the Judges will spend much of their time searching for further clues, using forensics, interrogation, computer searches and other methods, both at the scene of the crime and back at their Sector House. There may even be further complications involving statements for the press and vid, reports to their Sector Chief or even the Chief Judge, expenses to be handled, equipment to be returned, repaired or requisitioned, and so on, depending upon your scenario.



Sentencing

In any investigation, no matter what the circumstances, it should be emphasised that the final arrest is the important thing, not the sentencing. The doling of sentences should be carefully controlled by you: perps do *not* deserve life sentences for an overdue Meg-way Tax disc, or 25 years in a Kook Cube for watching 'Game For A Hoot' (well, maybe...). But seriously, sentencing should be done fairly, keeping within the limits laid out in the table on p44 of the *Judge's Manual*. If your players are unsure at first of the sort of term to impose, especially if multiple crimes are involved, you may have to advise them yourself. When dealing with multiple crimes, a simple way of totalling the sentence is to take the heaviest crime, and to its sentence add half the listed sentence for each extra offence, up to a maximum of life imprisonment or a revoking of citizenship and exile in the Cursed Earth.

For example, Neeko Gekkus has been finally caught after a long series of thefts from warehouses. The full charge sheet lists two ARVs, a robbery, three burglaries, and one charge of resisting arrest. The first ARV gives the creep 20 years, the second a further 10. Another 5 years for the robbery, 3 each for the burglaries, and an extra one for the resisting, making a neat total of 45 years in an Iso-Cube, with the possibility of remission in 32 (in 2139!) — he won't be bothering the Judges for a long, long time.

It must be remembered that Futsies and other insane perps cannot be sentenced to imprisonment as such. Instead, they must serve time in a Psychoanalytic Treatment, Sedation and Observation Unit, crudely known to most as a Kook Cube. Take care that your Judges do not wrongly sentence someone needing urgent medical help to an ordinary Iso-Block, and vice versa.

Serving Time

Along with normal residential blocks, Shoplexes, and industrial Dust Zones, you must also make provision for Iso-Blocks and other criminal facilities, where perps can be imprisoned for their offences. They won't play too much of a part in most of your adventures, but you should know where they are located when perps are arrested, and you may even consider an adventure involving a jailbreak or prison riot, for example. Introducing a notorious prison like Devil's Island or Iso-block 666 adds greatly to the creation of a background atmosphere that your players can identify with. There are, as noted on p45 of the *Judge's Manual*, a number of different types of detention facility.

Iso-Block: These huge, windowless buildings are full of a large number of individual isolation cells, into which a single prisoner is deposited to serve his time. Each cell is made of semi-transparent toughened plasteen, and fitted with food input and sanitary output devices. The prisoners

are kept apart for around 20 hours a day, joining up for communal exercises and work for the other four. Each wears a green suit covered with white arrows, which makes them easily identifiable in the event of an escape. The internees are watched over by security cameras, and a number of Judge-Warders armed with day-sticks and electro-prods. Security in an Iso-block is usually fairly good, and break-outs are rare, though not impossible.

	S	I	CS	DS	TS	SS	MS	PS
Judge-Warder	2	30	30	20	30	40	35	15

Armed with Day-stick. Arm & leg padding 25% each.

Holding Tanks: These are found deep beneath most Sector Houses, and consist of a number of very secure single-cell units. They are used to hold dangerous perps for interrogation and examination, or before they can be transported to high security prisons such as Devil's Island. They occasionally also house those perps who have decided to inform on their fellow criminals, to protect them from assassins and blitz agents. Holding Tanks are almost impossible for an unauthorised person to get in or out of, but cannot support prisoners for long periods. They are staffed by Judge-Warders (characteristics as above).

The Vaults: Very badly injured criminals are held in Sus-an in the special department deep below the Grand Hall of Justice in Sector 44 East, kept alive until their injuries can be cured and they can serve their rightful sentence. The Vaults consist of hundreds of banks of individual Sus-an chambers (see the appropriate section in *Chapter 7* later for more details). They are staffed by highly qualified Med-Judges.

Psycho Block: Insane criminals are not taken to Iso units; instead, they are cared for in specially-equipped blocks, watched over and treated by Med-Judges and Robo-docs. The units consist of a large number of featureless padded Psycho-Cubes, each fitted with surveillance and medical monitoring equipment. Some minor offenders, such as compulsive kleptomaniacs and Sponts can be cured and sent back to 'normal' society; many patients of the units are Futsies, though, and will rarely be cured of their insanity.

High Security Units: The most dangerous perps are held in very secure prisons like Iso-Block 666 and Devil's Island. You should feel free to invent your own prisons, or adapt examples from the strips into game terms. They will be virtually impossible to escape from, except by the most elaborate methods, and will be staffed by the most experienced Judge-Warders (add 15 to all the stats in the above profile except *Strength*). Bear in mind that only very special prisoners are housed in these facilities: perps like Fink Angel, Charley Blue, Jimmy the Gink, and the Devil.

Titan: Titan, a barren, airless moon of the planet Jupiter, is home to a large prison colony where only the very worst criminals are sent. Most of them are corrupt Judges, found taking bribes, embezzling funds, blackmailing, torturing or murdering perps. We hope you will never have to use the threat of Titan to keep your Judges in line, but it is not unknown for an NPC Judge to be sent here as a hint to a wayward player! On Titan, the prisoner's mouth and nose are sealed, and their body is adapted to living in a vacuum without a spacesuit. The minimum term on Titan is 20 years.

Interrogation

Perps are usually interrogated in specially-designed laboratories deep in the heart of the Judges' Sector House, where a vast array of specialist techniques and equipment can be employed by the resident Tech-Judges to extract the desired information. The Interrogation Labs adjoin the Forensics division, as the two departments are closely interlinked. Some of the Judges who work there are scientists (Tech Judges and Med-Judges); others are skilled at interrogating and have a very high *Street Skill*; and others are simply Judge-Warders, to enforce the security of the area. The arresting officers will also usually be present, though they won't understand much of the technology and psychology involved. Their role will usually be restricted to asking the relevant questions from behind a glass screen.

The technology involved in an interrogation is very advanced. Lie detectors, far more sophisticated than the standard-issue Birdie, monitor heart rate and brain wave patterns via a spider's web of electrodes and scanning devices. Humidifiers and bright lights create 'uncomfortable' atmospheres for the perp, and shifting light patterns built into screens can be used to hypnotise them prior to questioning. If answers are not forthcoming, there are even more complex techniques, such as the following:

Dream Reading: Highly sophisticated devices developed from research into Psi-power are able to actually pick up subconscious brain wave patterns in dreams and display the resultant images on a screen, allowing a psychologist to read them for clues or even a confession. The device is only partially successful, because of the need to interpret many dreams rather than just read them (making them inadmissible as evidence on their own), and also because it requires a perp to sleep and dream in the first place!

Skin Searches: This frightening forensic technique involves slowly scraping a single layer of skin off the whole of a perp's body, and then analysing it for traces of incriminating chemicals. The process is fairly painless (though psychologically terrifying!) and will just leave a perp feeling rather sore for a week or so.



Typical Interrogation staff:

	S	I	CS	DS	TS	SS	MS	PS
Tech-Judge	2	35	35	30	85	60	40	30

Special Abilities: Analyse Chemical, Use Data 2; Interrogate.

	S	I	CS	DS	TS	SS	MS	PS
Med-Judge	2	35	30	30	35	50	75	30

Special Abilities: Administer Treatment, Emergency Resuscitation, Improvise Cure, Psychology, Revive; Interrogate.

WITH PRACTISED EFFICIENCY, FORENSIC SWIFTLY WORK THEIR WAY THROUGH THEIR CASE LOAD -

THESE ONES ARE CLEARED. TAKE 'EM TO RESYK.



Forensics

The Tech-Judge scientists of the Sector House's Forensics Department have many varied tasks to perform when dealing with a crime. At the scene, they may have to use a Snuffler or Street Scanner to search for traces of evidence left behind by a perp, and then return to their labs to analyse them. During an interrogation they may be called upon to perform a Skin Search (see above), or match sweat traces, blood groups or voice patterns. They may even have to carry out a post-mortem or autopsy to discover the cause of death or further clues about the crime. The labs at the Sector House are fully equipped with highly sophisticated computer-controlled equipment which can help a forensics expert who knows what he is doing produce a result in a few short minutes.

When dealing with forensics analysis in an adventure, it is easiest to decide beforehand what clues will be found (and how long it will take to find them) if a Tech-Judge is called in, and then relay them to your Judges if they ask. There is no need to offer information to your players unless they specifically ask, or are in dire need of some help finding the right clues! The following is a typical Forensics Department Judge:

	S	I	CS	DS	TS	SS	MS	PS
Tech-Judge	2	35	35	30	80	35	50	30

Special Abilities: Analyse Chemical, Recognise Mechanism, Use Data 2; Interrogate.

Closing The Case

After everything is over, a report should be written by one of the team (or more, if they are willing). If you are running a campaign game where everything that happens during the day is played through, some time should be allocated (as part of the game — your players don't have to do one!) for report writing and studying cases and the Law. A Judge that falls behind on his paperwork may be demoted and be sent back to the Academy to the Academy for a refresher course! If you are playing a more episodic game, you can safely assume that the Judges will spend some of their 'out-of-game' time making a report.

Other post-case tasks may include reporting back to their Sector Chief or the Chief Judge's office to discuss the outcome of the investigation, or sorting out extraneous expenses with the Accounts Division. Such activities should be built into your scenarios, as you wish, for they will be uncommon events for most Judges until they reach a much higher standing in the Justice Department. Should you need to introduce the Chief Judge or the Accounts Division, though, there are further notes on them later in this chapter.

WHILE ELSEWHERE, BEREAVED RELATIVES ARE INFORMED -

I'D LIKE TO OFFER MY SYMPATHIES FOR YOUR TRAGIC LOSS, MRS ZANDER.

NOW WOULD YOU CARE TO EXPLAIN WHERE YOUR HUSBAND GOT THIS WEAPON - AND WHY YOU NEVER REPORTED IT?

GULP!





EXPERIENCE POINTS

The very last thing you should do at the close of an investigation is give out Experience Points (EPs) to those who deserve them. EPs are a good measure of how well your players did in the adventure, and also of the progress of a Judge through the Department. Since the awarding of sufficient EPs can add greatly to a Judge's skills, you must take care when you award them. Full details of how a player can use his Judge's EPs are given on pp50-51 of the *Judge's Manual*; the following notes, though, should help you in awarding them in the first place.

As you know, for every 100 EPs a character earns they can increase one of their skills, usually by from 2 to 6 points. When a skill reaches 40, and then for every 10 points beyond that, they can also choose a Special Ability based on that particular skill. You should therefore aim to give each character between perhaps 40 and 75 points for completing an adventure successfully. The actual amount will depend upon how difficult the adventure was, and how well they solved every clue you set, but you should bear in mind that a character should not be able to make an increase after every single case. If such a thing is allowed to happen, all your Judges will be able to outshoot Judge Dredd after a couple of weeks!

Gear rewards to the skill of the Judges. If a team of ex-ropies solve a case involving a straightforward robbery, they should perhaps get more EPs than if they solved it after 2 years on the streets. So in effect the rate at which they earn EPs will slow down as they become more proficient at their jobs, for they are not learning from experience anymore. Also bear in mind that the more Judges there are on a case, the less EPs each one will get. A lone Judge taking out the Angel Gang singlehandedly should be due for promotion very soon! If 30 Judges were to perform the same arrest they might not even get a tick on their file!

The best method of allocating and awarding EPs is to allot them when you design the adventure in the first place, dealing with each little part in turn:

For example,
 Noticing the dropped gum wrapper 2 pts
 Sending it to Forensics 7 pts
 Discovering where McGee is hiding out 3 pts
 Arresting Slasher McGee alive 80 pts between
 all the Judges

and so on...

When you reach the end of your adventure, go through your list. If they didn't find the clue or make the appropriate arrest, don't award the particular points. Some points will be awarded to the group as a whole — but only to those who were present and/or alive when the event occurred. Others will be given to one person only, for a particularly useful deduction or arrest. Don't feel you have to give each player the same amount of EPs: if someone is wounded early on and thereafter takes no part in the case they obviously won't be eligible for the EPs for completing the final arrests. If a Judge distinguishes himself amongst a group of others who don't, he should deserve more points for doing all their work for them!

Discretionary Awards

You should always be prepared to award extra points for good play, even if it doesn't specifically advance the investigation. Such awards should usually be just a few points, but they will show a player that their actions were appreciated. The points will be given at the end of the adventure along with the usual EPs. Some common instances for the giving of discretionary awards include the following:

Bravery: A Judge's life is expendable when an innocent citizen is at risk. A show of extreme courage will be 'All in a day's work' to the Judge, but may earn him or her a commendation on his report (and a few points).

Mercy: Taking a perp alive is a prime consideration, no matter how heinous their crimes have been. There are also times when a Judge must choose between letting a perp die or risking his own life to save him. In less dramatic circumstances, there may still be a few points to be picked up by a merciful, humane Judge.

Role-playing: One of the things that makes an RPG fun is when everyone plays in character together. When someone doesn't roleplay too well the game can turn out to be less exciting and fun than it could be, so if a player plays his Judge particularly well (speaks in character using Mega-City slang, knows Justice Dept procedure and sticks to it, etc) they should be rewarded with a few extra EPs for their trouble.

Wit: Judges should be cool and laconic; nothing worries them and they always seem to have a snappy answer to everything. With all the opportunities for sarcastic wise-cracking in a crazy city like MC-1 some players may be able to pick up a few EPs for the occasional smart comment. You shouldn't award absolutely every vaguely humorous line that someone comes out with — just the best ones.

Withholding EPs

If a perp is meant to be taken alive, the Judges should not earn any points for bringing in his still-warm corpse! The Law demands that perps be arrested to serve their time in an Iso-cube, not gunned down in the street by an execution squad; so if the Judges kill a perp they won't normally get any EPs. Should their target be a renegade droid or a blood-crazed Tyrannosaur they may be forced to blast them to pieces, (and will earn points accordingly) but when dealing with a perp they will lose all the EPs they would have earned. (And if they have also just killed the only lead to the next part of their case they'll feel very sore!)

Killing innocent bystanders is even worse! If a citizen dies because a Judge failed to stop a perp in time, or even if he accidentally killed them himself, he should perhaps *lose* EPs rather than gain them, though the withholding of the EPs is usually a harsh enough penalty. Unfortunate deaths cost the Justice Department millions of creds in damages and can seriously harm their public image too.

If the Judges decided that they couldn't cope with the case and called up reinforcements to help them, there may also

be a reason to refrain from awarding points. If the adventure really *was* too tough, then they should be awarded a few points for having the initiative to know that they couldn't cope; if it is cowardice, though, their EPs should be withheld. This obviously does not apply to calling up a Meat Wagon after a fight, nor the use of a Tech-Judge to search the files for clues. Calling up the Holocaust Squad to deal with a carlot-snatcher is a different matter. The use of items like Stumm Gas or Riot Foam must also be for the right reasons — used against rioting crowds not a lone scrawler. Relying too much on equipment or weight of numbers is a sign of a weak Judge and will not be tolerated by the Justice Department.

USING EXPERIENCE POINTS

Once they have earned enough Experience Points, the Judges may increase their skills and acquire Special Abilities. The allocation of these is only done between specific adventures, just like awarding the EPs themselves — a Judge cannot suddenly trade in a 100 EPs or pick a Special Ability halfway through an investigation!

Special Abilities may occasionally also be gained when a player is creating his or her character, if one of their characteristics is rolled as 40 or more. This is understandably quite rare; be very wary of any player who claims he rolled more than one or two of these! There is a list of recommended initial abilities for beginning players on p13 earlier. The following notes expand on the descriptions in *Chapter 6* of the *Judge's Manual*, with additional guidelines for refereeing them. Psionic powers, in particular, may need careful handling should they ever crop up in your game.

Increasing Skills

A Judge can increase his skills, usually by from 2 to 6 points, by expending 100 EPs. As we have said, you should be careful when allocating EPs for this very reason: if a Judge earns at least 100 EPs in every adventure he or she participates in, their skills will rocket upwards at a quite impossible rate, and they will soon run out of Special Abilities to choose from!

The increase may be applied to any *one* skill or *Initiative*. *Strength* can never be increased by experience. If a Judge has somehow managed to save up 200 or more points, they can of course apply each batch of 100 to a different, or the same skill. It is not recommended that you let EPs build up this way; it will be to a Judge's advantage to increase his skills straight away in any case. When a skill is raised, nothing really happens to the Judge — they just get better at doing something. They do not need to spend time in special training or refresher courses at the Academy of Law; the increase in their abilities has been through experience gained out there on the streets.

ABILITIES

These are more advanced benefits, acquired when a Judge's skill reaches 40, and for every 10 more points beyond that. When one of the Judges' skills reaches the appropriate level, they may choose one from the lists in the *Judge's Manual*. When you create a Judge NPC for use in one of your scenarios, you may care to choose some appropriate Special Abilities for them too: a Tech-Judge will have a high *TS* and a few *TS* based abilities relevant to their job.

Don't forget that a Judge can only choose a Special Ability which applies to the particular skill which he has just increased — ie a Judge can't choose Agile (an *Initiative* based ability) if the only characteristic high enough for one is *Med Skill*. The abilities should be noted in the appropriate place on their character sheets, with as much or as little explanation as they need to remind themselves of what

they can do. A number of Special Abilities can be chosen twice (each choice requiring a rise of 10 in the particular skill as usual). This doubles the effectiveness of the ability; a bonus of 10% becomes 20%, and so on. Other abilities can never be doubled up by player characters.

When running a game it is usual for a player to remember to use his or her character's abilities, rather than being reminded to by you every time they get into trouble. There are exceptions to this, however: most of the *Street Skill* abilities are based around sensing danger, and you must remember that the Judges have them. The particular Special Abilities to be wary of are: (*SS*) Sense Crime, Sense Perps, Spot Hidden Weapon; (*PS*) Detect Psyker. Normally up to 5 abilities can be used in a single Combat Round unless it states otherwise in the descriptions in the *Judge's Manual* (all *Psi Skill* abilities, for example, can only be used once per Round). You will gradually become experienced at handling Special Abilities as your players begin to acquire them through experience; you will hopefully never need to know all of them all at once!

Initiative Based Abilities

These are mostly chosen by beginning players, for they are really useful in combat rather than as a specialist skill. Each one applies to a particular situation, so possession of two or three of them will not turn a Judge into some form of superhuman being. Most of the abilities require a check against the user's *Initiative* score as a percentage to succeed. Unlike other Special Abilities, most of these can only be employed once per Combat Round and cannot be repeated until the next; however, other Special Abilities can usually be used in the same Round as them.



Combat Skill Based Abilities

Most inexperienced players will choose either *Initiative* or *Combat Skill* based abilities, as they are most suitable for one-off scenarios. In a more detailed, campaign-style game, though, they will still be chosen but only alongside others, as the emphasis moves away from combat to long-term investigation. As with *Initiative* based abilities, each of these applies to one particular aspect of combat, and a Judge will have to possess most of them to become anything like invincible — to the detriment of all his other skills, of course.

Drive Skill Based Abilities

These are obviously only useful to a Judge when he or she is driving around the streets of Mega-City One. In trying to cope with such a chaotic nightmare, though, they can prove very useful and may save a Judge's life more than once. You should take care that the Lawmaster Leap is not abused by players. It needs an appropriate ramp or edge to launch itself from — so if you don't want a Judge to leap his bike everywhere, don't leave any suitable ramps lying around!



Tech Skill Based Abilities

The most common users of these Special Abilities will be NPC Tech-Judges who will be computer operators, equipment repairers or forensic scientists. They provide the back-up for an investigation, generally being called on to provide one specific service. Some players may wish to have Tech-Judge characters (see the section on *Specialist Judges* below), and other Judges may choose any *TS* based abilities as usual. The Special Abilities in this section are those which a player-Judge will find most useful. There may be others available for specialist Tech-Judges (always NPCs), not detailed here as they require complete dedication to acquire them — a Judge wanting to be a fully-qualified forensic scientist or weapons developer would never have the time to take part in any adventures!

Most of the *TS* based abilities are especially useful when an item of equipment fails or gets broken, as they allow a Judge to repair his or her equipment without having to return to their Sector House. The Use Data ability should be a major priority for all Judges in a more investigative style game which relies on clues rather than firefights.

Street Skill Based Abilities

Out on the streets a Judge needs all his wits about him. These Special Abilities can help him in his task as he becomes more experienced at spotting crimes and finding out information. They may not seem as important to an inexperienced player as those based upon *Initiative* or *Combat Skill* but in fact they may prove to be much more important. Since a Judge is not meant to kill his quarry if he can possibly help it, any ability which helps him to persuade a perp to surrender or volunteer information will prove very useful. A number of these abilities require you, as GM, to make a secret die roll without the knowledge of the Judge in question. In these cases you *must* apply abilities such as Sense Crime without your players having to ask to use them.

Judge's Nark: This ability is an optional one, depending upon whether you wish your players to receive information this way. If you don't want them to use a Nark, don't allow them to choose this option. Once they have chosen this ability, a Judge must actively try and persuade someone to become his Nark — one doesn't come knocking upon the door of his office begging to be one the moment he makes this choice! Whenever a Judge with this ability arrests a *minor* criminal, such as a henchman or a con-man, he may try and persuade them to become his Nark by rolling under a tenth of his SS. If you wish, you may make this roll for

them (if you definitely don't want a certain character to be their Nark, you can then ignore the die roll!). A Nark escapes prosecution for his past crimes (though he will be liable for arrest if he is discovered committing any more) in return for information about illicit activities. Narks make good leads to adventures, and can prove a useful means of feeding the Judges with helpful clues from time to time.

Med Skill Based Abilities

It is usually the trained medics of the Justice Department Med-Squads that have these abilities, though any Judge can choose them if he or she wishes. The duties of Med-Judges are covered in the section on *Specialist Judges* below. The lower-level *MS* abilities can prove very useful when out on the streets away from adequate medical facilities, where the few minutes it takes for a squad to arrive can mean life or death to a badly injured character. The more advanced Special Abilities, especially Administer Treatment, are rarely attainable by normal Judges, requiring a long period of concentration on improving *Med Skill* before they become available. Like those based upon *TS*, there are other abilities which will only be available to non-player Med-Judges, such as brain or transplant surgery, advanced neurological psychology, and so on. If a player wishes his Judge to be able to use such abilities, their character must cease to play any part in the time, retiring instead to a full-time career in a Sector House or Justice Central.

Psi Skill Based Abilities

The handling of Psi powers in your game will be very much left to your judgement, as they are very nebulous and cannot easily be fitted into the rigid framework of Special Abilities. As far as player Psi-Judges are concerned, you can let them choose from the list on pp56-57 of the *Judge's Manual* as usual, but when detailing higher-ranking Psi-Judges and criminal Psykers you may endow them with other abilities as you see fit. Conversely, if there are any powers you feel will unbalance your game, you are allowed to ban them from being chosen by your players. When handling Psi powers, remember that some characters will be totally immune to them (they should have 000 marked as their PS) and will not be affected by Psychic Attacks, Illusions and the like. They can be the subject of Super-Telekinesis, though, and an object in their possession can be Jinxed. All other characters are allowed a Psi-Save against mind attacks by Psykers; this is equal to their PS as a percentage and doesn't require the expenditure of any Actions. Each ability is dealt with in turn below.

Animate Corpse: Only one corpse may be animated at any one time, though at your discretion a powerful NPC may be able to control more, provided they all perform the same actions at once. The corpse can be questioned and will answer, albeit in a very slow, deathly voice. Corpses are allowed to tell lies, just like the living. The chance of them remembering a specific detail of their previous life is $20 + D6 \times 10\%$ (ie, between 30 and 80%). A corpse must be fairly fresh, under ten weeks old for a Psyker with this ability to be able to animate it. Old corpses are very rare in Mega-City One anyway, for most of them will be processed through Resyk as soon as they die into more useful commodities!

Detect Intent: This ability can be applied to a wide range of occasions but is primarily designed to enable a Psyker to read the thoughts and intentions of another being. The chance of success, usually equal to their *PS* as a percentage, may be modified according to circumstances. If, for example, there was a violent electrical storm going on, you may rule that it interferes with a Psi-Judge's ability and reduce the chance by perhaps 25%. This ability could not be used to detect an *unknown* person's thoughts, or pick someone out of a whole city-block full of people; and unless their subject is specifically thinking about the Psyker they cannot be picked up at a range greater than about a block away.

The primary use for this ability is in the interrogation of a perp, as facts cannot always be hidden from the probing of a trained Psi-Judge. A Psychic Block will keep a Psyker from reading another's thoughts, unless the reader's *PS* is higher, but it will alert them to their presence (ie the Psyker will know where, approximately, their target is, and that they have a Block up).



Detect Psyker: A character with this ability does not need to specifically use it to be able to detect another Psyker. You should remember that one of the Judges has such a skill, and inform them when an NPC uses Psi powers near them. Once they detect something, they need only concentrate for a Round to know its user's approximate direction, distance away, and Psi strength (expressed, for example, as something like 'a strong signal, perhaps 3k roughly N of you'). A Psychic Block will shield the use of certain powers from detection in this manner.

Hold Door: This Special Ability applies just as well to the lid of a container, a window, or the flap of someone's coat. It basically sticks two like surfaces together such that nothing short of the destruction of one or both of them will separate them. Another Psyker with this ability may attempt, at your discretion, to open the item by trying to counter the force holding it shut. This will require a roll of the difference between the *PS* of the two Psykers as a percentage.

For example, if Bryan 'The Brain' Betts locks the door to his secret hideout using his *PS* of 75, Psi-Judge Mason with a *PS* of 88 has a 13% chance of breaking the hold.

Illusions: Although the main use of this Special Ability is in creating frightening illusory monsters, it can be used in other ways. A Psyker may, for example, create the illusion of a gun in their own hand, or put an apparently solid walkway between two blocks, and so on. Whatever the creation, the Psyker must be able to imagine it fully for it to exist — if your player can describe or draw it sufficiently you can allow them to produce an illusion of it.

Jinx Mechanism/Vehicle: These two abilities are useful in creating supernatural-like effects which can perplex rational characters. The powers cannot normally be used to transport an item (that requires Telekinesis) unless it involves the moving part of a mechanism such as the bolt of a lock or the pistons of an engine.

Levitation: This is an extremely perilous skill for an inexperienced Psyker to attempt to use, as it requires them to check that they keep floating every 10 seconds or so! Having someone suddenly levitate into the air in front of them, though, can prove most distracting to someone, perhaps enabling other people to take them by surprise. A Psyker must concentrate to continue levitating; if they are shot at, wish to conduct a conversation or drop an object onto someone, they must make another roll to keep aloft.

Mind Control: This very powerful ability must be carefully monitored by you, to make sure it is neither abused nor overused. The victim of a Mind Control is unlikely to comply with a direct order to harm themselves; no Judge would order someone to do something like that in any case. The victim can still breathe, and carry out all other automatic functions, but otherwise they are under the complete control of the Psyker. This ability is especially useful for getting the truth out of people, as they cannot lie if asked to state what they have done or where they were at a certain time, for example.

Psychic Attack: The effects of this are rather like a short burst of static electricity, discharged straight into the mind of their opponent. It is usually not powerful enough to kill someone, but can be very disturbing nevertheless. Wounds caused by a Psychic Attack cause damage in the usual way, but unless stated specifically by the Psyker they will always affect their target's Head. They will not appear as visible wounds, and there will be little outward sign of injury — though the victim's face may be very contorted with pain from the blast.

Psychic Block: This can protect a Psyker from being discovered by Detect Intent or Detect Psyker. It protects against the former only partially successfully, as the shield can be detected, giving an indication of where the Psyker is located. When used against the latter, the Block is more useful, as it makes the Psyker undetectable when using certain powers. It can be broken down, though, by a Detect Psyker attempt from someone with a higher *Psi Skill*. The main disadvantage with this ability is that it only lasts 1 Combat Round per point of *PS*, though the full duration does not have to be used all at once.

Telekinesis/Super-Telekinesis: Someone faced with a Psyker using this power on a normally stationary object may be transfixed with shock for a Combat Round, at your discretion. Bear in mind the weight limits of the two powers. Also note that the advanced skill can lift a light person, possibly moving them towards a window and dropping them! (A Judge would not do such a thing, but an unscrupulous perp may.) If a Psyker tries to move an object out of someone's hand, you may allow the victim to try and stop them by rolling under their *Initiative* as a percentage. Telekinesis requires the full concentration of the Psyker. If they are disturbed by a gunshot, or are pushed or hit, for example, their concentration will lapse and the item will drop to the ground.

SPECIALIST JUDGES

If a character's *initial Med, Psi or Tech Skills* are rolled at 30 or over, they automatically get to choose a Special Ability based upon that skill as if they had suddenly received enough EPs. They can also elect to become a 'specialist' Judge, branching out into one of the other fields of Justice Department work. There are four specific divisions, devoted to medicine, technology, Psi powers, and accounts; it is assumed that players will only want to be members of the first three! Specialists may be allowed to accompany the team on a case, but a good deal of their time will be spent in their respective departments, devoting their training to the advancement of their special skills rather than the usual Judge's duties on the streets.

For the purposes of the game you can assume that there will be some specialists who will never have the time or the inclination to leave their departments, remaining as dedicated experts to be consulted as and when their knowledge is required. There will also be others who *do* wish to spend some time assigned to investigations, as well as participating in the duties of their particular division. These Judges will be somewhat restricted in their choice of specialist abilities, and will not be able to learn the most complicated skills, which will only be possessed by NPC specialists — skills such as advanced surgery, nuclear physics, weapons technology, and so on.

Judges with high *Med or Tech Skills* who choose not to become specialists but have Special Abilities can still choose them as usual, maybe even specialising in their field like *Med Skill* just like a Med-Judge without becoming a member of the department. *Psi Skill* can only be increased by a fully qualified Psi-Judge, however, for it requires intensive training; other characters with a *PS* of 30 or more cannot increase it beyond its original limit.

Med-Judges

A player's Med-Judge will hopefully be a compassionate, merciful character who refrains from using violence except where necessary. They will try and talk perps out of doing something rather than simply shooting them, but if that doesn't work they will have no qualms about blasting away as usual! When assigned to a team a Med Judge will be pretty much like a normal Judge, and will be dressed in the standard uniform with standard equipment. There will be a Red Cross flash on their sleeve but to all intents and purposes they will be typical Judges. You may occasionally allow a player to use their character in his or her normal environment, however, performing an operation or researching into a dangerous unknown disease (also note that it is always a Med-Judge who is chosen to be the guinea-pig when untried vaccines are tested for the first time!).

Psi-Judges

The members of Psi Division are the strangest of all Judges. Highly strung, flippant individuals, they provide a strong contrast to the stern, grim attitudes of most Judges (spending much of their time up to their elbows in the depraved corners of other peoples' minds has that effect on them). They are an elite squad, called in only when other methods fail, for their powers are too delicate to be abused by overwork. Occasionally, though, a Psi-Judge will be assigned to a particular team for a special investigation where a Psyker's skills are needed. Their specialist powers can almost pluck clues from thin air, helping to solve what seem like impossible cases after just a few moments' deliberation.

The highest ranking Psi-Judges will never leave the confines of their department's building (located close to Justice Central in Sector 44, East), spending all their waking hours in psychic meditation and concentrating on their powers. Full-time Pre-cogs try to peer forward a few hours or days into the future, attempting to predict crimes and other events before they happen! Psi Division is headed by Psi-Judge Omar, a very experienced psyker, originally from Indo-Cit (the vast Asian megalopolis located amidst the ruins of India).

Omar presides over a council of the most experienced Psi-Judges. In times of crisis they will all gather in a circle around a table to project their combined powers out over the Mega-City. Psi-Judges are, on the whole, rather warped, sick-humoured but strangely mystical individuals, forever making flippant jokes to try and lighten the intensity of the millions of painful images flooding into their minds every second. They wear standard Judge uniforms, though their name badge will simply read 'Psi'.

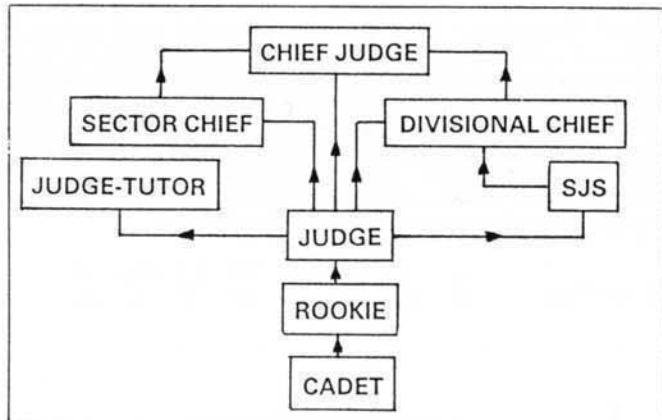
Tech-Judges

The Tek Division encompasses many different areas of science and technology, from the repairing of equipment to the development of atomic weapons. There are specialist Tech-Judges who deal with the chemical analysis of forensics evidence, vehicle driving and servicing, bomb disposal, drug squads, city reclamation and radiation control, traffic control, computer data, and many others. As a result, the division is spread out across the whole of the Mega-City, divided into hundreds of installations each dedicated to its particular role in the system. A player's Tek-Judge could be a member of any one of these, though it will be easiest for you to restrict them to something like a Computer Control department based at their Sector House. The more sophisticated roles will be filled by dedicated NPC Techs, full-time experts rather than more general operatives like the players' Judges. A Tech-Judge who is assigned to general duties will wear the standard issue uniform.



Promotion & Special Assignments

As your campaign develops, so will your Judges. They'll earn EPs and acquire Special Abilities as part of the game, but they may also wish to rise in the ranks of the Justice Department. There are no official ranks for most Judges, however, which presents something of a problem. When promotion comes it is only in the form of a temporary posting on a special assignment, or an appointment to Sector Chief or Head of Division — positions attainable only after years of service. In the loose framework of the Justice Department, the full ranking of the Justice Department may be simplified as the following:



Most officers will be ranked as Judges, though split into their different departments if specialists. Under this nebulous term, however, there is an informal ranking according to the experience and age of a Judge. There is an unwritten understanding that the more experienced a Judge is, the higher the respect and obedience they deserve. The most experienced Judge in a team will rarely do paperwork, for example, leaving it for the more junior officers to struggle over while he or she gets on with catching the crooks. Only the most experienced Judges get chosen for special missions or are considered for promotion.

There may come a time when your players' Judges have more Special Abilities than they can count and could out-gun Judge Dredd with their Lawgiver between their teeth. It is then time to give them promotion to a desk-bound job, and effectively remove them from the game! Since there are only so many cataclysmic disasters even the most resourceful GM can squeeze into a given year, they will begin to find the challenge of the game is wearing then, and arresting normal perps almost beneath them. Give them their well-earned promotion, and let your players roll up some Rookies and start again from scratch!

If the situation is not quite so drastic, but you want to liven up the game a little or reward your players for some especially good results, try giving them a special mission. There are a number of jobs which are shared between the more experienced Judges, each taking a 6-month tour of duty before returning to the streets, including the following:

Atlantic Division: Patrolling the coastline of MC-1 is a full-time job for this division, but its individual members are changed once every 6 months because of the prolonged exposure to the polluted ocean. Chosen from the ranks of ordinary Judges they patrol the 600k limit on the look-out for smugglers, illegal immigrants and other undesirables.

Circuit Judge: In the New Territories settlements of the Cursed Earth, lawbreakers are detained by the local sheriffs to await the next visit of the Circuit Judge. Once every 6 months a Judge will arrive on a patrol through the Cursed Earth to pick them up, sort out any other disputes, and deliver news of events back in the Mega-City.

Lunar Judge: Though the Luna-1 moon colony is now under the supervision of Judge Tex, there may be a need for assistance in the form of some experienced Judges from MC-1, perhaps chasing a renegade perp from Earth.



Wally Squad: The undercover specialists of this clandestine unit are rather unbalanced individuals — they spend too much time with the ordinary citizens to keep their sanity for long! As a result of this very high mental casualty rate, more normal Judges are often assigned to them for short periods to help liaise over particular cases. The *Street Skill* ability Disguise will be a useful qualification for a Judge to have if assigned to the Wally Squad.

If you are feeling more ambitious you may like to think up a more complicated assignment, possibly along the lines of the Cursed Earth trek or the Judge Child quest. Any one of the larger stories from 2000 AD should provide you with inspiration for a long, intense quest. Beware of cribbing plot lines too closely though — your players may know the stories better than you do and sail through every hazard without a scratch!

THE SECTOR HOUSE

All Judges are based either in a Sector House, or at Justice Central itself (which is in fact the Sector House for Sector 44 anyway). There is one in each of Mega-City One's 305 Sectors — see the map on p60 of the *Judge's Manual* for more details of these. You should be prepared, especially in a campaign game, to work out details of your Judges' local Sector House as this is where they will be based most of the time. When they are then given special briefings by their Sector Chief or need to consult a particular forensic scientist, for example, they will know who to ask for. This can add greatly to the atmosphere and background of your game with little real effort. The notes on pp48-9 of the *Judge's Manual* should be read in conjunction with the following.

The table below can be used to generate the bare bones of a typical Sector House. Either roll randomly on it using the dice indicated, or choose each item yourself. Once you have this basic framework, you can add the more mundane areas if you wish: offices, dormitories, canteens, etc. Since the Judges will not spend all their time here, however, there is no need to go into exhaustive detail. On the table below *Number* is the quantity of the appropriate feature there is, and *Level* is where they are likely to be in the building (a minus number from this column means the area is below ground).

	Number	Level
Total height	-	300
Population	D100x12	-
Service Roads	D3+2	3D100
Hoverports	D2	2D100+100
Vehicle Parks	D3+2	3D100

Repair Bays	D3	D100
Entrance Hall	1	D10
Elevators	D6+10	All levels
Stairs	2D3	All levels
Ramps	D2	All levels
Anti-Grav Chutes	2D6-2	All levels
Promenade Areas	D4	3D100
Library/Data Banks	D3	3D100
Forensics Labs	1	2D100
Medical Labs/Sick Bays	D2	2D100+50
Holding Tanks/ Interrogation Units	1	D6-5
Control Centre	1	2D20+260
Sector Chief's Offices	1	D20+280

Sector House Personnel

Apart from those specialist Judges mentioned earlier in the sections on forensics and interrogation, there are many other Judges who work in the typical Sector House. It is not practical to work out the statistics for every member of the building, you might find it useful to note a few details of the various departmental heads. When the Judges come to use a facility, it is the appropriate skill of the head of the department that should be used for any die rolls.

Sector Chief: He will be an experienced though usually inactive, desk-bound Judge who oversees all the daily workings of the Sector House and the Sector itself, from his office at the top of the building. He is answerable to the Chief Judge and her office, though he is normally meant to be independent for most of the day-to-day running of the Sector. Under him is a web of departmental heads, as detailed below.

	S	I	CS	DS	TS	SS	MS	PS
Sector Chief	3	55	60	48	35	50	40	30



Chief Medical Officer: This Judge is in charge of the Sector House's sick bays, and also handles the day-to-day hygiene of the building in cooperation with the Chief Technician. Under him is a complete team of Med-Judges and robotic units.

	S	I	CS	DS	TS	SS	MS	PS
Chf Medical	2	50	35	45	50	42	90	30

Chief Forensic Scientist: His department handles all the chemical analysis for the Sector House in the well-equipped labs that form part of several levels of the building. Under him will be upwards of 30 lower ranking Tech-Judges, and between them all the appropriate Special Abilities (and more besides) will be present.

	S	I	CS	DS	TS	SS	MS	PS
Chf Forensic	2	40	35	40	95	50	48	30

Chief Technician: The various scientific and technical departments will be scattered all over the building, for they cover a whole multitude of different functions from vehicle repair to dream reading with a great deal inbetween. This officer will work very closely with the Chief Forensic Scientist, as their two departments are interlinked in many ways. The Chief Technician won't be so skilled at a particular craft; instead, he'll be adept at supervising and liaising between all the different parts of his department.

	S	I	CS	DS	TS	SS	MS	PS
Chief Tech	2	40	35	30	95	36	35	30

OTHER JUDGES

There will be times when your Judges need reinforcements. This doesn't have to mean the arrival of a squad of 50 Judges armed with Stub Guns. In many cases they will only require a couple of extra Judges or the services of a qualified specialist to help them out. Individual personalities from the Justice Department such as Chief Judge McGruder, Judge Dredd and Psi-Judge Anderson are dealt with in *Chapter 6*, but the notes below will help you generate standard NPC Judges for everyday use in your adventures, along with full details of the various back-up units available when a team needs some help.

The following table shows how you can randomly generate the statistics of NPC Judges at a moment's notice. They will all be equipped according to the situation (for example, a Judge assigned to a team will have a Lawmaster and all the standard equipment). The levels of Judges in the table are for easy reference and are not official ranks; in general, though, the higher the grade of Judge the older and more experienced they will be. When you have generated the basic character, you can add Special Abilities, if any, and then characterise them a little with a name, brief description and so on. You will find that most NPCs are rather faceless individuals at first. If your players meet them again, though, you will have more of an opportunity to develop their characters. This table should not be used by players to generate their characters; characters equivalent to player-Judges, though, will start out as Judge-1s.

	Rookie D3	Judge-1 D3	Judge-2 D3	Judge-3 D3	Judge-4 D3
S					
I	20+D10	20+2D10	20+3D10	20+4D10	20+5D10
CS	20+D10	20+2D10	20+3D10	20+4D10	20+5D10
DS	20+D10	20+2D10	20+3D10	20+4D10	20+5D10
TS	20+D10	20+2D10	20+3D10	20+4D10	20+5D10
SS	20+D10	20+2D10	20+3D10	20+4D10	20+5D10
MS	20+D10	20+2D10	20+3D10	20+4D10	20+5D10
PS	20+D10	20+2D10	20+2D10	20+2D10	20+2D10

If you need to generate a specialist Judge for a particular task, simply add between 30 and 50 points to the appropriate skill and choose some Special Abilities. Most specialist Judges will already have been covered above, or are detailed below.

Back-Up Units

When your Judges call in reinforcements, ensure they actually need them. In some instances they will be wrong, and you should refuse to send anyone! You can be brutal and tell them they're being cowardly, or just inform them that none are available. If you have miscalculated the strength of your scenario, and your players are too weak to cope by the time they get to the final encounter perhaps, you should allow them some reinforcements (though a subtle GM will have a couple of Judges just happen along as if by chance). At other times, though, they probably just want reminding that Judges are highly trained and skilled, and that they ought to be a match for anything.

Sometimes, though, they may definitely need some help. A rioting mob of citizens can be held off by the judicious use of Stumm Gas, but sooner or later the Riot Squad ought to be called in. When perps need to be taken off to the Cubes, or the scene of the crime needs a scan, then the appropriate back-up is needed, and they can call them in. Until they arrive, however, the Judges are going to have to cope on their own, which can often be great fun for you, if not for them!

Medical Aid

Med Squad: This consists of a team of Judges in a modified H-Wagon. The unit is equipped to treat all kinds of injuries, and also transport wounded characters to the nearest sick-bay.

Vehicle: 1 H-Wagon with all offensive armament removed
Crew: 2 Judge-1s; 2 Judge-1s + 25 MS;
1 Judge-3 + 25 MS; 1 Robodoc
Equipment: 70 Medi-kits, operating facilities for limb wounds only

Meat Wagon: Fatalities are dealt with in special ambulances, which will take corpses to the morgue, and from there on to Resyk, the Mega-City material recycling plant.

Vehicle: 1 Pat Wagon with all offensive armament removed
Crew: 2 Judge-1s
Equipment: No special units; stretchers and body bags

Technical Crews

Clean-up Squad This unit specialises in clearing up the scene of the crime once forensics have finished with it: repairing street fittings, roadways, and buildings. They can also clear up contamination, and redirect traffic back to normal.

Vehicle: 1 Pat Wagons with offensive armament removed.
Crew: 6 Judge-1s with TS 30 and Repair Component abilities.
2 GP Droids; 2 Demolition Droids.
Equipment: Heavy lifting gear; rad suits; tanks of molten plasteen, etc.

Fire Squad: Not actually part of the Justice Department, they are employed by the Civil Administration but can be called in by the Judges in the event of a fire. Their vehicles are equipped with ladders, and water and foam cannon. The firemen can be generated as standard Citizens (see Chapter 4).

Vehicle: 2-3 Pat Wagons with armament removed
Crew: 6 Citizens, 4 GP Droids
Equipment: Standard firefighting gear

Tek Squad: Almost a complete mobile forensics lab, this unit carries specialist equipment to pick up chemical traces from the scene of a crime, and other technical forms of evidence. Their vehicle will be carrying all kinds of sophisticated analytical equipment, though some tests may require the services of a full lab back at the Sector House.

Vehicle: 1 Pat Wagon with offensive armament removed.
Crew: 2 Judge-1s with +25 TS
1 Judge-3 with +25 TS
Equipment: 1 Snuffler; 1 Street Scanner
mobile analysis equipment

Extra Firepower

Heavy Weapons Team: These units are called in to deal with sieges, inter-block wars, and other major disturbances. If the situation is particularly serious a number of these units will be called in to assist. They usually consist of troops of Judges manning a heavily armoured H-Wagon fitted with various large laser weapons, sonic cannon and the like.

Vehicle: 1 H-Wagon with +15% armour and full equipment and weapons
Crew: 5 Judge-1s; 1 Judge-3
Equipment: 2 trailer-mounted Street Cannon

Holocaust Squad: The real heavyweight of the Justice Department, this squad is a heavily trained all-emergencies suicide unit, designed for use only in the most physically hazardous of missions. Seeing action very rarely, they are best remembered for their leap into the heart of the raging inferno that was the Power Tower after it had been blown up by mutie terrorists.

Vehicle: The squad has access to anything it needs. They typically use large H-Wagons.
Crew: 6 Judge-4s
Equipment: Anything it requires, from a Cling Net to an atomic device.

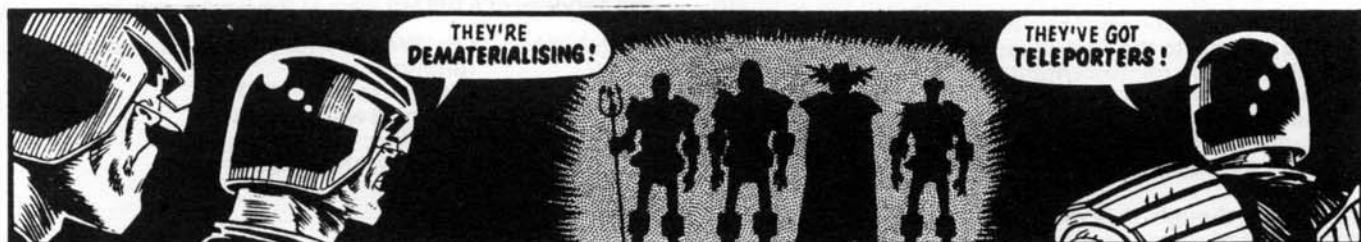
Riot Squad: When the citizens get annoyed about something, there is bound to be a riot, which is when this unit is called in. They deal with trouble makers quickly and simply by spraying the whole area in Stumm Gas and Riot Foam, rendering them incapable of doing anything, and thus easy to round up and cart away to the Cubes.

Vehicle: 1 Pat Wagon armed with a Street Cannon, and 2 Riot Foam cannons
Crew: 5 Judge-1s; 1 Judge-3
Equipment: Day Sticks (treat as Clubs); 2 personal Riot Foam throwers; Electro-cordon with 6 transmitters; 3 sets of Foam cutters; 1 set of Boing® cutters

Other Units

The SJS: The Special Judicial Service is the watchdog of the Justice Department, a semi-independent monitoring unit that handles all complaints against the service. They are known to be stern and uncompromising people, their ranks filled only by the toughest Judges. They dress in special uniforms, all black with side buttons, and a modified helmet. They rarely concern themselves with normal crime, except where a corrupt Judge is concerned. When the SJS come onto a case, other Judges should be prepared to help them in any way they can, even dropping the case if necessary. Should your Judges have a need to consult with a member of the SJS, there is a special number they can contact at Justice Central, which will deal with their complaints swiftly and efficiently. The presence of an SJS investigation can greatly add atmosphere and intrigue to a mundane case. The standard SJS investigation team consists of 2 Judge-4s; when it comes to arresting a group of offenders the team will be boosted to 6 or more Judge-4s, together with an H-Wagon.

4: PERPS & CRIMES



As we have already said, you will need to note down all the relevant details of any characters involved in the adventures you design. This must be done when you design your scenarios, well before you start a play session. These characters can obviously include the major stars of the case in question — be they criminals or law-abiding citizens — but there are also the extras, the bit-part players: barmen, taxi-drivers, servo-droids, pedestrians, and other innocent bystanders who may get caught up in a case. This chapter gives guidelines for designing non-player characters (NPCs), and it also has lists of typical criminals and crimes to give you some indication of the form they can take. When you first begin to play, it is very easy to simply combine two or more typical crimes to create an investigation. As you become more adept at designing and running games of *Judge Dredd*, it is unlikely that you will need to use this material quite as often, as your scenarios will (hopefully) be based around specific incidents involving characters you have designed for the occasion (or vice versa — famous villains from earlier scenarios can very easily be brought back to fight again, with an adventure designed around just such an event). Even then, however, you will undoubtedly find that you sometimes need a henchman or a punk at a moment's notice; at such times the lists of typical characteristic scores for the different types of perps will be useful.

Following the sections on NPCs and typical perps there is a list of common crimes. Many of the crimes will be familiar to you: mass murder, theft, parking on a double-yellow line, that sort of thing. There will also be many others, though, which are peculiar (and we mean peculiar!) to Mega-City One in the first decade of the 22nd Century, including Jimping, Boinging*, and Body Sharking to name but a few, which the Judges will be familiar with too. You can also have great fun in surprising the Judges (and your

players!) with a new crime. In Mega-City One all manner of crazy, stupid and downright dangerous things go on, though few of them remain legal for very long if the Justice Department has its way.

NON-PLAYER CHARACTERS

It will be your job, as GM, to play the roles of all the characters (perps or citizens, humans or otherwise) that your players encounter during play. This may sound a little daunting, but in reality it is fairly easy to do, and very enjoyable. Most of the minor characters will be faceless individuals, little more than a name or a job title. Others may have a set part to play in the adventure, and may even have their own character stats, but they will rarely need extensive characterisation. The only NPCs you will really need to play 'in character' are the stars of your scenarios — the criminal mastermind, the glory-seeking punk or the unfortunate citizen. These will require the most thought and development, and you will need to be familiar with both their abilities and their particular characters when you come to play out their parts.

Take another look at the example of play on pp5-6 earlier. In this brief episode the Judges met two NPCs. The first was the citizen Chuck, who was grabbed and questioned as he fled the shopping mall. The GM hadn't actually worked out who he was — all the description he gave the players was made up on the spot based on the GM's knowledge of what a typical citizen is like, since Chuck was not important to the adventure. The second character, however, was Clive Bemmo, a well-known perp whose character has already been established by the GM. His brute stupidity and never-surrender attitude give the GM a chance to act out his character, a job he does with relish until Bemmo gets shot and arrested.

Whatever the character of the NPCs encountered by the Judges, you must ensure that *you* aren't the bad guy. A GM sets up scenarios and plays them through with his players, but he isn't fighting against them himself. Just as you shouldn't set up a completely impossible case to kill off the Judges, you also mustn't attempt to attack them with every NPC they meet. Only the most violent of NPCs will attack a team of Judges; most others will surrender or try to make their getaway. Some NPCs will be ordinary citizens who will offer clues or hinder a Judge — but they won't leap out and attack at the first sight of an eagle badge! When you are designing an NPC think of the reaction they would give to a Judge. Most normal citizens fear them, for they know that one step out of line could mean the Cubes for them. Minor perps will be more likely to surrender than fight or run away; having been caught in the act they'll usually consider it a fair cop. More hardened criminals will stay and fight, or attempt to flee, knowing full well they could be shot dead at any moment; most will consider death a better alternative to decades in an Iso-Cube.

There are many other facets to be considered when designing the character of a major NPC for use in an adventure. These can include their dress and appearance, age, intelligence, attitudes, honesty, bravery, scruples, interests, and so on. How will they react to a Judge pushing them around? Would they respond better if treated gently? These are the sort of questions you need to answer when you design your important NPCs. If you need some inspiration, we obviously recommend that you read the *Judge Dredd* strips. We've also tried to include some sample perps in a brief 'Rogues' Gallery' in *Chapter 6* later. You are free to base your own NPCs on these people if you wish, or even use them as they are, provided you ensure your players don't know how to handle them!

As far as the minor NPCs are concerned, problems will only present themselves when you have to handle a large crowd of them, each with their own character stats. The easiest way to handle regular encounters with Juve gangs, Citi-Def militia troops, or a recurring villain's henchmen, for example, is to prepare a file of them beforehand. This list, of perhaps a dozen of each common type, can be referred to every time you need the stats of a minor character in a hurry. Alternatively, you could simply use the 'typical' perps detailed below each time. You will soon discover that players always want to talk with someone you haven't detailed in advance, so be prepared!

GENERATING NPC S

This is done in exactly the same way as your players roll up a Judge character, using the same characteristics and abilities. To record the character stats you can use the special record sheets printed here. The *Perp Sheet* (you can use it for non-criminals too, of course) is for recording a single major character on; the *Team Sheet* is used for a group of lesser characters. You have permission to photocopy both of these, for personal use only.

The typical NPC has the types of stats as a Judge: **Strength, Initiative, Combat Skill, Drive Skill, Tech Skill, Street Skill, Med Skill and Psi Skill**. Of course, most NPCs will not have very high scores in the specialist skills, and may indeed not have any rating at all in, say, *Med Skill*. Conversely, though, a major perp may have developed a very high skill in a specialist area, which he will be using for his own devious ends. A mad scientist may have a *Tech Skill* in the 80s, for example, and a Judge's nark like Max Normal would rate at least 75 in *Street Skill*.

The actual skill scores should be determined from the particular base types detailed below, under Typical NPCs. If, for example, you require a typical citizen, you should base the character on the die rolls listed under Citizen, either rolling randomly or choosing deliberately. If you require a character who is like a normal citizen, but is a weapons expert, say, simply boost their *Combat Skill* by 15 or 20 points, and so on.

NPCs can also have Special Abilities, if their scores ever get high enough. NPCs can earn Experience Points, just like Judges, by successfully practising their skills, though this will only happen very rarely. Also, since they did not benefit from the intensive training a Judge receives, NPCs can only acquire certain selected abilities.

The base score for an NPC to receive a Special Ability is 40, and they will then gain one extra ability, or add a second grade to certain abilities, for every 15 extra points they get. Thus, an NPC can receive *Initiative* abilities, for example, when he has / scores of 40, 55, 70, 85, and 00 respectively. When designing an NPC you should bear in mind how long they have been practising their skills, and award the appropriate abilities. You don't *have* to give an NPC a Special Ability just because they have a skill over 40 — only allot them if they are relevant or needed for his role in the scenario to come. The Special Abilities available to non-Judge NPCs are as follows (* means the ability can be chosen twice).



PERP SHEET

NAME:

ALIAS:

SEX:

HANDED:

STRENGTH original present	INITIATIVE original present	COMBAT SKILL		SURRENDER MODIFIER: WEAPONS: EQUIPMENT:
DRIVE SKILL	TECH SKILL	STREET SKILL		
MEDICAL SKILL	PSI SKILL	ACTIONS	PHASES	

SPECIAL ABILITIES:	CRIMINAL RECORD:	NOTES:
--------------------	------------------	--------

TEAM SHEET

NAME:

NAME:

NAME:

original present

S	
I	
CS	SS
DS	MS
TS	PS
Actions	Phases
Surrender Modifier:	
Weapons:	
Equipment:	
Notes:	

original present

S	
I	
CS	SS
DS	MS
TS	PS
Actions	Phases
Surrender Modifier:	
Weapons:	
Equipment:	
Notes:	

original present

S	
I	
CS	SS
DS	MS
TS	PS
Actions	Phases
Surrender Modifier:	
Weapons:	
Equipment:	
Notes:	

Initiative based abilities

1. Agile*
2. Avoid Falling Objects
3. Avoid Shots
4. Duck
5. Fast
6. Instant Reactions
7. Quick Learner

Drive Skill based abilities

1. Avoid Collision
2. Control Roll
3. Control Skid
4. Control Spin
5. Drive Fast
6. Fast Dismount
7. Fast Mount

Street Skill based abilities

1. Keen Observation
2. Sector Knowledge

Med Skill based abilities

1. Administer Treatment
2. Emergency Resuscitation
3. Improvise Cure
4. Know/Alien Anatomy
5. Psychology
6. Rec/Dangerous Lifeform
7. Recognise Disease
8. Revive

Combat Skill based abilities

1. Crack Shot
2. Fast Draw
3. Fast Shot
4. Knock Out
5. Self-Defence*
6. Small Target Shot
7. Special Strike*

Tech Skill based abilities

1. Disable Mechanism
2. Fabricate Voice Print
3. Fit Component*
4. Fix Jammed Weapon
5. Recognise Component*
6. Recognise Mechanism
7. Use Data*

Psi Skill based abilities

1. Animate Corpse
2. Detect Intent
3. Detect Psyker
4. Hold Door
5. Illusions
6. Jinx Mechanism
7. Jinx vehicle
8. Levitate
9. Mind Control
10. Psychic Attack
11. Psychic Block
12. Super-Telekinesis
13. Telekinesis

For further details of all these Special Abilities see pp49-57 of the *Judge's Manual*. Those abilities which require a high level of the skill in question before they can be chosen may be used as normal, taking the same limits into account. Take a little care when choosing Special Abilities for NPCs, and make sure they are appropriate to the character you are designing.

TYPICAL NPC S

In the following sections each group of typical characters will be described in brief, together with the die rolls for creating such a character, and a sample character formed from the averages of all the die rolls. There will be a 'Surrender Modifier', which should be applied to the die roll you make when a Judge challenges such a character to come quietly, together with details of 'Weapons' and 'Equipment', which can be randomly determined or chosen from the tables following these sections.

Citizens

"Eight hundred million in this city, and each one a potential perp!" Judge Dredd certainly knew what he was talking about when he said that. As Judges, the players will soon learn that they can't trust anyone: even the straightest, quietest, most law-abiding citizens can turn out to be criminal masterminds. In Mega-City One there are few shortcuts to wealth or fame as easily available as crime, and almost every citizen will dabble in it at least once during their life. There may only be 400 million people left in the city after the devastating Apocalypse War, but that is still a whole lot of perps.

The average citizen lives with his wife and 1-83 juves in a rather cramped apartment (rented from the city) high up in a 5 or 600 storey city-block. He doesn't work, because his job as a synthetic food technician was completely automated 21 years ago and the only living employee left is a droid servicer. He spends 81.7% of his waking hours watching the vid, and for the rest he indulges in a hobby like giv-

ing blood, eating, spot welding, or watching the vid. His politics are likely to be reactionary, and mentally he is rather unstable from the pressures of life in the crowded block, despite its modern leisure facilities. Of course he's Joe Average, and in Mega-City One many citizens are anything but average! For details of just a few of the many weird hobbies and crazes that citizens indulge in, and an overview of daily life in the city, see *Chapter 7* of the *Judge's Manual*.



The typical civ-in-the-street tries to be law-abiding as far as he can, but The Law in MC-1 often catches him unawares in the form of Slow Driving, Littering, Running in a Walking Area, Illegal Gambling, or another of a rapidly expanding assortment of 'popular crimes'. But if he can get away with it, or if he thinks he can, he's very likely to throw caution to the wind and commit any crime he can. Social pressure adds greatly to the likelihood of crime too, and the slightest irritation can lead to shoplifting, mass-murder, or even all-out Block War. More usually, though, a citizen's crimes are much less dramatic, and rather routine as far as a Judge's investigations are concerned.

	S	I	CS	DS	TS	SS	MS	PS
Citizen	D3	3D10	3D10	3D10	2D10	3D10	D10	D10
Typically	2	15	15	15	10	15	5	5

Surrender Modifier: +15%

Weapon [roll D6]: 1-4 None; 5-6 Roll on Table 1 below

Equipment: 5% chance of one item from table below

Juves

Young citizens (all those under 18 years of age) are known throughout the city as juves, which is short for 'Juveniles', the city's official classification of their public status. Mega-City juves, especially the teenage contingent, have a terrible reputation for rowdy and rebellious behaviour, and are universally blamed for the wanton vandalism which costs the city authorities many millions of creds a week to repair. At robo-school juves are educated for a life of unemployment, and are trained to find something interesting to do with their free time. However, for most juves this simply means joining up with the rest of the block juves to form a gang, and going around causing trouble. Juve gangs, typically named after the block they live in (like the Clive James Block Cheeky Boys or the Ian McCullough Bunny Gang, for example), are very volatile and aggressive, and are forever waging war against each other, and the authorities, for dominance of a particular area. Each gang typically has its own distinctive style of dress, and many have their own

secret signs and slang codes. Typical juve crimes include Scrawling, and especially the famous Scrawl Wars, where brave and foolhardy juves compete to scrawl the most illegal piece of graffiti in the most prominent place; there are also the Rumbles, vast inter-gang fights which typically take place in deserted areas like the Jungle or the Maze, away from the eyes and ears of the Judges.

	S	I	CS	DS	TS	SS	MS	PS
Juve Typically	D2 2	3D10 15	3D10 15	2D10 10	D10 5	4D10 20	D6 3	D10 5

Surrender Modifier: none

Weapon [roll D6]: 1-4 None, 5-6 Table 1

Equipment: 5% chance

Punks

The rowdiest, scruffiest, and definitely the most fashionable of all juves and young citizens are the punks. Punks gather, like juves, into gangs, but these are much tougher than those run by juves, and can be responsible for many major crime waves. They are too erratic (and often too stupid) to muscle into organised crime in a big way, but can still be very dangerous to the Judges.



The bizarre lifestyle of the punk gangs is infamous, having been documented in many cult vids (see James Doon in 'Ugly Without A Spug' for a prime example), and they appear to have founded a whole subculture far removed from the norm of the rest of the population. They dress in bizarre peacock-like fashions, and are continually finding new fashions to follow — kneepads, batting, nose-growing, power-boarding, and so on. They slavishly follow sports teams and outrageous Pug-rock groups, though more for the violence that surrounds them than the actual sport or music. Punks are the real end-result of Mega-City One's unemployment problem, the result of bored imaginations running wild.

	S	I	CS	DS	TS	SS	MS	PS
Punk Typically	D3 2	4D10 20	4D10 20	2D10 10	D10 5	6D10 30	D10 5	D10 5

Surrender Modifier: none

Weapon [roll D6]: 1 None, 2-3 Table 1, 4-6 Table 2

Equipment: 20% chance

Futsies

Future Shock syndrome is a terrible condition which affects almost 7% of the population at some time or other. Quite simply, the pressure of life builds up so much the suffering citizen just flips his or her lid, and retreats into a fantasy world where everyone is the enemy. Futsies are immensely dangerous, for their sickness makes them intensely violent and erratic, though on the surface they may appear calm and all too normal. A typical Futsie will carefully and meticulously procure a weapon, plan out his actions, and then climb to a good vantage point and start shooting away at anyone or anything he sees. All Futsies seem to develop an irrepressible death wish, a desire to keep fighting until the last of their enemies is dead, and will never surrender to a Judge. Futsies present severe problems to the authorities, as it is the sickness which forces them to commit crimes, rather than any defect in their own personalities. Futsies have to be treated in special psychiatric units, the Psycho Cubes, where they receive expert medical attention that may, with a great deal of luck, turn them back into useful members of society.



	S	I	CS	DS	TS	SS	MS	PS
Futsie Typically	D3 2	3D10 15	3D10 15	2D10 10	D10 10	3D10 15	D10 5	D10 5

Surrender Modifier: Never surrender

Weapon [roll D6]: 1-5 Table 2, 6 Table 3

Equipment: 65%

Citi-Def Militia

Some citizens find outlets for their frustration by joining up with their block's City Defence Unit, a civically funded militia which trains in constant readiness for action in the event of a nuclear attack. Reactionary and very trigger-happy, the CDs tend to be more trouble than they are worth. Just imagine giving a large group of typical citizens access to an armoury of high-powered weapons, and training



them how to use them, and then expecting them to be well-behaved! Citi-Defs are usually the root cause of most inter-block disputes, for there is always great rivalry between the various block Citi-Defs as to whose company is the best. Block wars can be a great problem to the Judges when the Citi-Defs are involved, as their firepower needs special Justice Department equipment to handle it.

	S	I	CS	DS	TS	SS	MS	PS
Citi-Def	D3	4D10	3D10	2D10	2D10	3D10	3D10	D10
Typically	2	20	15	10	10	15	15	5

Surrender Modifier: -10%

Weapon [roll D6]: 1-5 Table 2, 6 Table 3

Equipment: 70% chance

Dunks & Pongos

The minor full-time criminals of Mega-City One are never instantly recognisable, preferring to blend in as far as they can with ordinary citizens in order to carry out their nefarious deeds. Dunks are pickpockets, and they operate best in large crowds — on the Zoom, at bite fights, riots, anywhere large masses of citizens gather. Many dunks work in gangs of two or three, developing elaborate routines to distract the attention of their target while one of them picks a pocket or snatches a bag before all three disappear back into the crowd again.

Pongos are confidence tricksters and fences of stolen property, and can be relied upon to supply just about anything anyone could want — for a price, of course. Even Judges' equipment can turn up on a pongo's list, though only rarely. Much of the material a pongo sells will be remaindered or black market, and will in many cases be defective or dangerous. Many pongos made a killing (often literally) by selling rotten food to starving survivors of the Apocalypse War. Pongos may sometimes be the pushers or front-men for organised gangs, commanded by mobsters (see later).

	S	I	CS	DS	TS	SS	MS	PS
Dunk/ Pongo	D3	5D10	3D10	3D10	2D10	5D10	D10	D10
Typically	2	25	15	15	10	25	5	5

Surrender Modifier: none

Weapon [roll D6]: 1-3 None, 4-5 Table 1, 6 Table 2

Equipment: 5% chance



Pranksters

Pranking, the playing of practical jokes, is one method that many citizens use to relieve the tensions and boredom of everyday living. Many of the pranksters are harmless citizens, simply out for a laugh or a bit of excitement, but some are criminals or psychotics with an ultimate aim behind their stunts. Some pranks can prove very dangerous, especially if the Judges become involved. Custard-pie throwing, block-climbing, and jimping (Judge-impersonating) will usually lead to mass arrests and long terms in the 'Cubes. The skilled pranksters will be meticulous in their planning, preparing escape routes, hiding places and disguises in case the joke misfires or something goes wrong. Most pranksters, though, are just normal citizens who will throw their pie or paint pellet, and stay around to laugh at their victim, whether they are a little old lady or a well-built Judge.

	S	I	CS	DS	TS	SS	MS	PS
Prankster	D3	3D10	3D10	3D10	2D10	4D10	D10	D10
Typically	2	15	15	15	10	20	5	5

Surrender Modifier: +10%

Weapon [roll D6]: None

Equipment: None



Taps

Mugging is said to be the Mega-City's largest growth industry, with seven incidents occurring somewhere in the city every second. Tapping is quick and easy and it is little wonder that so many law-abiding citizens turn to it, whether for amusement or to supplement their meagre unemployment payments. Many punks and juves are well versed in tapping, but the real experts are the professionals who run the tap gangs. A gang will stake out a likely looking alleyway or section of slidewalk. When the coast is clear of Judges and spy-cameras they will set to work, mugging everyone who happens along before the Judges can respond, and then fleeing into the maze of streets and walkways around, above and below them. Tap gangs are incredibly successful at their crimes, not least because most citizens will walk past without stopping to help, only glad that some other poor fool was the victim instead of them.

	S	I	CS	DS	TS	SS	MS	PS
Tap	D3	4D10	4D10	3D10	2D10	5D10	D10	D10
Typically	2	20	20	15	10	25	5	5

Surrender Modifier: None

Weapon [roll D6]: 1-2 Table 1, 3-6 Table 2

Equipment: None

Street Pirates

Whereas taps concentrate on pedestrian victims, the street pirates' main targets are the occupants of the ever-circling Mo-pads, and the contents of their plush mobile homes. They use grappling lines and gymnastic leaps to board their prey from their own speeding vehicles, before setting the Mo-pad on auto and looting it. Many vehicles will continue to circle on their programmed route long after they have been raided, driving around for months until their fuel runs out and they crash. Street pirates tend to come from juve and punk gangs or taps who then graduate to more mobile crimes. Pirate gangs may also be encountered boarding lorries, tractors and smaller commercial vehicles, though they tend to prefer the rich pickings of Mo-pads.

	S	I	CS	DS	TS	MS	SS	PS
Pirate Typically	D3 2	5D10 25	4D10 20	5D10 25	3D10 15	4D10 20	D10 5	D10 5

Surrender Modifier: -10%

Weapon [roll D6]: 1 Table 1, 2-6 Table 2

Equipment: 75%

Burglars

The ancient and noble art of burglary continues its glorious traditions in the shape of the Mega-City One burglar. The typical burglar is a solitary, independent character, for they tend to dislike working in large (and hence clumsy and noisy) groups. Even so, they will freely associate with other members of the criminal community, most notably pongos, who will fence material for them, and the mobs, who often hire them for special assignments. The average burglar will deal in anything from cat burglary (or more frequently these days bat burglary, using a bat-glider) to industrial espionage — provided the price is right. The advanced technology of the 22nd Century provides them with suction pads, bat-gliders, computerised auto-keys and all sorts of other gadgets, though some burglars nobly cling to the old traditions and refuse to use anything but a jemmy and a glass-cutter, and nerves of steel!

	S	I	CS	DS	TS	SS	MS	PS
Burglar Typically	D3 2	5D10 25	3D10 15	3D10 15	5D10 25	5D10 25	D10 5	D10 5

Surrender Modifier: None

Weapon [roll D6]: 1 None, 2-4 Table 1, 5-6 Table 2

Equipment: 90% chance

Heisters

The more dangerous and violent thefts in Mega-City One are usually carried out by gangs of heisters: tough armed criminals who carefully plan their raids in meticulous detail before striking. Some use special equipment such as Exo-suits, vacuum suckers or las-saws, but many simply rely upon the strength of their firepower and the willingness of most citizens to hand over anything if threatened enough. Heisters may sometimes be hired by the mobs, or may even work for them full time, but most will be independent gangs working for themselves. Some will have a getaway driver for their vehicle, who will typically count as a 'henchman' (see below).

	S	I	CS	DS	TS	SS	MS	PS
Heister Typically	D3 2	4D10 20	5D10 25	3D10 15	2D10 10	5D10 25	D10 5	D10 5

Surrender Modifier: -15%

Weapon [roll D6]: 1-2 Table 1, 3-6 Table 2

Equipment: 80% chance

Mobsters

The nasty face of organised crime in Mega-City One is run exclusively by the mobsters, the criminal masterminds who organise the Mega-rackets, from body-sharking and numbers rackets to extortion and theft. The mobs are the most dangerous of all criminals, for they cover their tracks so well they are often impossible to pin evidence upon. Most mobsters employ a wide selection of henchmen, heisters, burglars and blitzers to do their dirty work for them, and it is usually these people (if anyone) who get caught and charged by the Judges. Most mob leaders have a perfectly respectable public image, with nothing to link them to the very lucrative criminal organisations of which they are the heads, and are rarely brought to justice. It is more common for a mob boss to die as a result of gangland feuding than to serve his rightful time in the Cubes.

	S	I	CS	DS	TS	SS	MS	PS
Mobster Typically	D3 2	4D10 20	5D10 25	3D10 15	2D10 10	6D10 30	D10 5	D10 5

Surrender Modifier: -25%

Weapon [roll D6]: 1-6 Table 2

Equipment: 50%



Henchmen

For all the many high-flying, glamorous, and on the whole extremely violent perps in the Mega-City underworld, there are legions of petty thugs whose ambitions never rise much above guarding doors, driving getaway cars or wielding clubs. The henchmen are generally failed perps, only useful for fetching, carrying and slugging, and any other tasks which don't require too much brain power. Many of them are hired from job to job (though some of the more intelligent among them will be employed as besuited gorillas for mobsters) and as a result are always on the edge of poverty, all too often the victims of those who employ them.

	S	I	CS	DS	TS	SS	MS	PS
Henchman	D3	3D10	3D10	3D10	D10	3D10	D10	D10
Typically	2	15	15	15	5	15	5	5

Surrender Modifier: None

Weapon [roll D6]: 1-2 Table 1, 3-6 Table 2

Equipment: 25% chance



Blitzers & Vigilantes

Whenever a mobster wants someone terminated really urgently, he or she will typically call in a blitz agent, a ruthless and often suicidal killer who will assassinate anyone for money. They are highly trained, typically self-taught, and are adept at gaining access to the most secure hide-outs. They are often called in to silence squealers before they can blow the gaff on their mobster bosses, but others are hired for hits on rivals, non-payers of 'insurance' and even notable public figures whose policies disagree with the mobsters' wishes. It is extremely hard to discover who has hired a blitzer, as it is standard practice for an agent to be wired up to an explosive device, usually embedded in their chests. If they find themselves threatened their emotional impulses will immediately cause them to explode, silencing their tongues forever.

Vigilantes are very much on the increase in Mega-City One, as many citizens feel that the Judges simply cannot cope with the escalating crime rate. Some ordinary citizens have tried in the past to take on the mobs and their armies of thugs and trained killers, but now a new breed is emerging, highly trained and well-prepared for trouble. Trained vigilantes of this type may be treated as being similar to blitz agents, though without suicide box implants.

	S	I	CS	DS	TS	SS	MS	PS
Blitzer	D2+1	7D10	6D10	4D10	4D10	5D10	3D10	D10
Typically	3	35	30	20	20	25	15	5

Surrender Modifier: Never surrender

Weapon [roll D6]: 1-5 Table 2, 6 Table 3

Equipment: 90% chance

Psykers

Psi-powered criminals are very rare, even in the 22nd Century where scientists have learnt how to amplify latent psychic powers. However those that do exist can be very dangerous. Many find themselves drawn into crime by accident, either by damaging someone or something by accident in an emotional outburst, or by being blackmailed by the threat of their powers being reported to the authorities. Most Psi-powers aren't actually illegal, but all have to be registered and carefully suppressed for safety reasons, often at the expense of the psyker's brain. Psykers are used in blackmail and espionage (by reading peoples' secrets by mind-reading from a distance), or simply to hurt people from afar. Other psykers are simply deranged. Their special powers twist their brains and they vent their frustrations and anger on other people and objects. The Justice Department's Psi-Division is normally used to track down and apprehend criminal psykers.

	S	I	CS	DS	TS	SS	MS	PS
Psyker	D2	3D10	2D10	2D10	2D10	3D10	D10	9D10
Typically	2	15	10	10	10	15	5	45

Surrender Modifier: None

Weapon [roll D6]: 1-2 None, 3-5 Table 1, 6 Table 2

Equipment: 10% chance

Troggies

The Troggies are weird degenerates who dwell in the Undercity, deep below the modern surface of the Mega-City. When the developers came to build the new metropolis many years before, they decided to simply concrete over the old ruins and start again. Some citizens couldn't cope with life in the new metropolis, and soon returned underground, where they still live. In the darkness they have regressed into strange primitives with pale skin and large, light-blind eyes for seeing in the dark. They hate the occasional surface dwellers who intrude into their subterranean domain, but will rarely venture above ground as they hate the sunlight. Troggies live on rats and other small creatures, and are essentially peaceful beings, if a little warped in the brain!

	S	I	CS	DS	TS	SS	MS	PS
Troggie	D3	3D10	4D10	0	D10	0	0	D6
Typically	2	15	20	0	5	0	0	4

Surrender Modifier: None

Weapon [roll D6]: 1-6 Table 1

Equipment: None



Weapons & Equipment

As indicated in the above descriptions, a perp may be carrying a weapon and/or some special items of equipment to assist them in their crimes. For most randomly generated perps you can simply roll on the tables indicated, though for special villains you should choose a weapon and equipment appropriate to their personalities (either from the tables below, or from the full listings in *Chapter 7*).

Table 1 — Hand-to-hand close combat weapons

D100	Weapon
01-45	Club or cosh
46-55	Electro-prod
56-95	Knife or dagger
96-00	Las-knife

TABLE 2 — Hand-held range weapons

D100	Weapon
01	Disintegrator
02-11	Hand gun
12-18	Scatter gun
19-35	Spit carbine
36-45	Spit mini-pistol
46-65	Spit pistol
66	Stub gun
67-00	Stump gun

TABLE 3 — Heavy weapons. (Many of these will be stolen or scratch built, and won't be specific weapon types, but will be similar to those listed in operation and effects.)

D100	Weapon
01-15	Bike cannon
16-25	Grenade launcher
26-50	Laser cannon
51-65	Sonic cannon
66-00	Street cannon

Ammunition: Rather than waste time keeping track of the shots left for every perp in an encounter, it is easier to simply assume that a perp will run out on a roll of 96-99 when rolling to hit, with a roll of 00 counting as a malfunction as usual. (If it is essential that a perp runs out of shots at a crucial time you should plan for this in advance of play, when designing your scenario.)



Equipment

Many perps will be carrying equipment of some sort, typically the tools of their trade. A potential burglar may be carrying an auto-key or a set of suction cups; a tap will carry a cosh or a knife, and so on. Allot equipment of this type when you design your scenario, and if necessary also decide upon some special equipment, as indicated by the die roll under *Equipment* earlier. These can either be allotted by choice, or rolled randomly on the following table. Again, ensure that the items are appropriate to the perp in question. For really heavy villains pick two or more items. Bear in mind, when you come to play your adventure, that NPCs will use the special items they are carrying, if possible — why else would they be carrying them? As always, feel free to modify the following table, to include or exclude items as you see fit.

D100	Equipment
01-12	Auto-key
13-14	Bleeper
15-18	Fire bomb
19-25	Hand bomb
26-30	Infra-red binoculars
31-35	Infra-red sights (on Table 2 weapon only)
36-38	Jammer
39-45	Jet pack
46	Las-saw
47-50	Medi-pack
51-60	Micro-vid radiophone
61-67	Personal armour
68-77	Rad suit
78-83	Respirator
84-90	Stumm grenade
91-93	Suction boots & gloves
94-00	Two-way radio

MEGA-CRIME

After all the perps, what else but their crimes? The following listing is a brief overview of typical Mega-City crimes, together with the recommended sentences for the offence, from which you may advise your players. It does not claim to be a comprehensive encyclopaedia of every known criminal offence — in a city as chaotic as MC-1 there are new crimes committed every day, and *The Law* fills over 200 very weighty volumes. This listing should, though, tell you the sort of offences which are committed in the city, and furnish you with some inspiration when you design your own crime investigations. The crimes are divided into sections, and rated according to the severity of the offence under each title. You may refer to crimes by their Section and Grade if you wish, using phrases like 'We got a Section 14 down here!', for example, in your game speech.

Secondary Offences

As well as those perps who commit crimes straight off, there are also some criminals who are picked up for attempting or planning offences, for example. Standard offences receive the sentences listed under the crime below, but these lesser versions receive fractions of the usual sentence (generally rounded to the nearest year, in the case of a major crime, and to the nearest month or six months for lesser offences). The three subsidiary grades are as follows:

A — Attempted. Proceeding with the intention of committing an offence, but being foiled in the attempt, and being unable to complete the offence 50% of sentence. (Thus, for example, attempted murder of a Judge (Section 1/1A) has a minimum sentence of 15 years.)

B — Conspiracy. Plotting the execution of an offence with another party or other parties, but not actually committing the offence 30% of sentence.
(For example, conspiracy to murder a Judge — a Section 1/1B — would earn a perp a minimum of 10 years in the Cubes.)

C — Accessory. Assisting in an offence, or helping a known criminal without reporting him or her to the relevant authorities. 'Accessory' is a nebulous term, and can be applied to a wide range of instances. Both a citizen who knows a friend who has an illegal cache of sugar, and someone who supplies a perp with a murder weapon can be convicted of accessory, though the former would get a much lighter sentence than the latter 25 — 50% of sentence.
(Accessory to a Section 1/1 would earn a perp 15 years minimum.)

SECTION 1 — Homicide

In the violent Mega-City hundreds of murders are committed every hour. The rate is such that only a very few are ever solved by the Judges, and some remain permanently 'on file' with no hope of a result. In all too many cases the Judges can only clean up the mess and offer their condolences, knowing that they haven't a hope of finding the killers, especially if the evidence indicates a Hunters' Club slaying or a Gila-Munja assassination. This isn't to say that the Judges never catch murderers, for they do — by the wagonload. It is just that by the time a Judge has arrived at the scene of one murder another two or three may have been committed in the same Sector, and no-one can cope with that sort of rate.

Because a simple homicide doesn't shock people anymore, and certainly doesn't attract enough attention to grant the murderer star-status by itself, many slayers have become much more dramatic in their killings. Some have resorted to killing certain types of victims, or mutilating the bodies in a certain way, or using especially bizarre ways of killing them — anything that will make their crimes stand out from the crowd on the evening news.

Of course, not all murderers kill in order to gain some attention. Some psychos just do it for the fun of it, while others have very clear motives. The rise of the vigilante in the post-war years has led to an increase in the deaths of top criminals, especially gangsters, who in turn have hit back hard with their blitz agents and assassins. Juves and punks kill each other in massive Rumbles, fighting over obscure points of street-wise honour. There are also Futsie killings, induced by Future Shock syndrome (see 'Futsie' in the perps listing earlier). All in all, a murder can be for any reason, by any method, at any time, and with anyone as its victim. It is little wonder the Judges have such a hard time of it!

Grade 1: The murder of an officer, or officers, in the service of the Justice Department. The murder of more than two civilians. The murder of a prominent public figure, especially with the intention of causing political or civil unrest. Fighting in a multiple-fatality Block War .. 30 years — life.

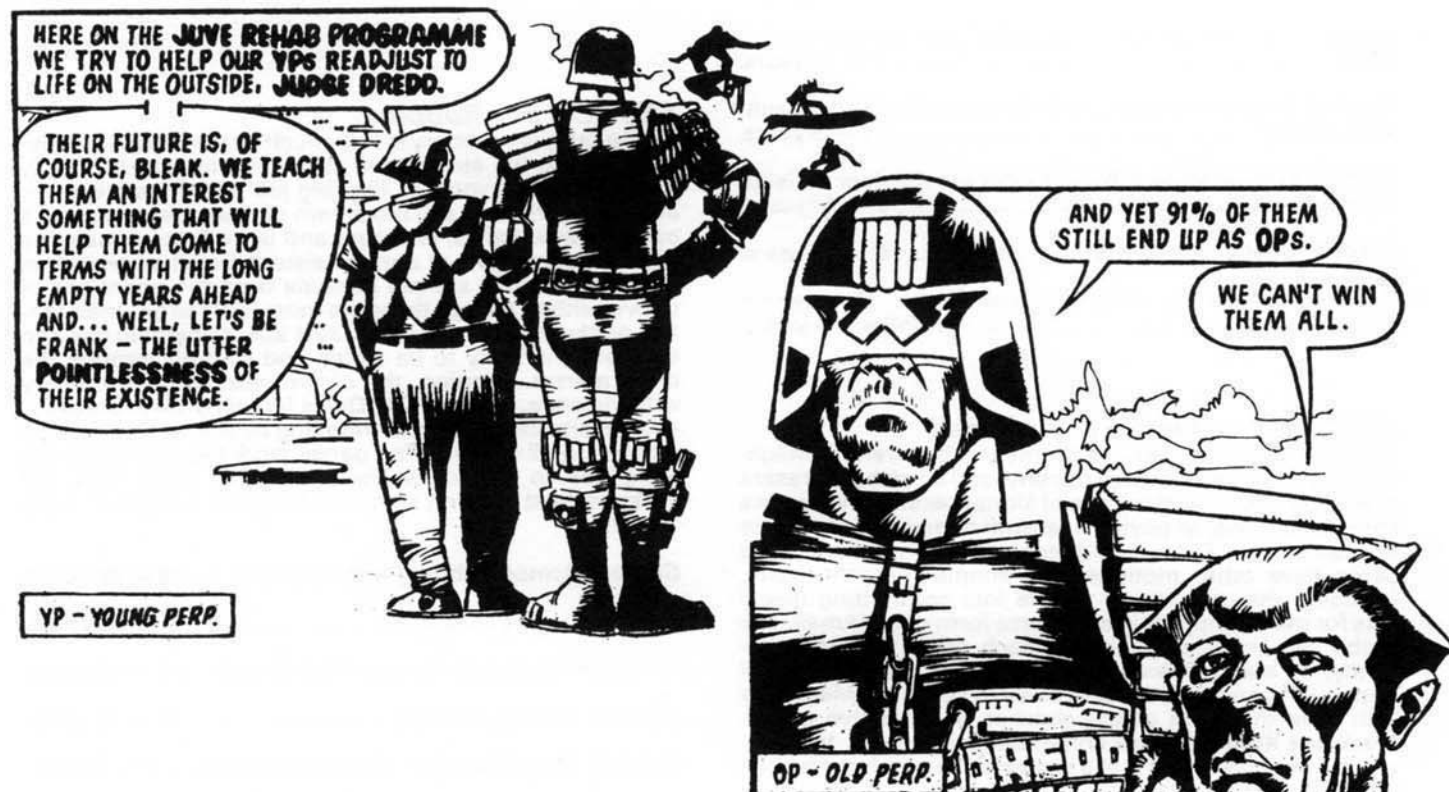
Grade 2: The murder of a civilian, or civilians, except where covered by the above. Also, a copycat killing inspired by another murder 18 years — life.

Grade 3: Murder whilst under the influence of Future Shock syndrome internment in a Psycho-Cube.

Grade 4: Incidental or accidental murder (manslaughter) whilst in the act of committing other crimes. Criminal or contributory negligence resulting in the death of a second party 8 — 25 years.

SECTION 2 — Assault

Included under this term are various categories of brawling, menacing, and common and serious assault. The term also encompasses putting another person's life at risk (endangerment), by negligence, reckless behaviour, etc; and also the promotion and coercion of suicides. Assault is a very frequent crime in Mega-City One, common to all types of criminal, though it tends to be most commonly committed by punks and violent citizens.





Grade 1: Serious assault of a Judge or group of Judges, or a public figure 10 years.

Grade 2: Serious assault of a civilian, or a number of civilians 3 — 10 years.

Grade 3: Common assault, including brawling and assaulting a Judge 1 — 5 years.

Grade 4: Endangerment, by negligence, behaviour or deliberate act 5 — 10 years.

Grade 5: Coercion to suicide 10 — 15 years.

Grade 6: Menacing with criminal intent. Threatening behaviour. 6 months — 4 years.

SECTION 3 — Kidnap & Blackmail

There are a fair number of extremely rich citizens in Mega-City One, despite its overall poverty, and all of them present fine targets for the attentions of kidnapers. The crime is a complicated one, as paying a ransom demand is an offence (Incitement to Further Kidnapping). Some kidnapping cases have other motives than simple monetary gain, including the coercion of people into committing illegal acts for the kidnapers in a perverse form of blackmail. The mobs use kidnapping against each other almost incessantly, to such an extent at times that the children of unpopular gangsters are sent away to Luna-1 or Mega-City 2 to keep them out of the clutches of vindictive gangs. Blackmail itself is a rare crime, but still occurs, typically when a perp discovers that a prominent figure has escaped justice for a criminal offence in the past.

Kidnapping also covers the odious practice of 'chump-dumping'. This horrible crime, usually the work of the mobs, is infrequent but on the increase. Aliens are persuaded to visit Earth as tourists, paying an extortionate fee for the trip. Once in deep space the passenger pod is jettisoned into space, killing its occupants and leaving the crooks to pocket all the money! This crime also occurs as the end result of some perp-running operations, where wanted villains fleeing from Earth find themselves cast out into the cold vacuum of space to die.

Grade 1: Chump-dumping Life.

Grade 2: Kidnap, inc abduction by force . 30 years — Life.

Grade 3: Blackmail 15 — 30 years.

Grade 4: Coercion by force 8 — 15 years.

Grade 5: Incitement to Further Kidnapping (paying a ransom) 5 years.

SECTION 4 — Burglary

Despite the rising incidence of robbery with violence, there is still an elite corps of criminals who stick to the old methods of burglary and house-breaking, though nowadays they tend to be equipped with very futuristic equipment to help them do so. Electronic auto-keys, hand and foot sucker pads, and even small pairs of bat-wings can all help the skilled burglar gain access to an apartment. Some professionals hire themselves out to the mobs for espionage, but most work for themselves.

Grade 1: Burglary, including forced entry .. 10 — 20 years

Grade 2: Possession of burglar's tools 3 — 5 years.

Grade 3: Trespass 1 — 5 years.

SECTION 5 — Robbery

Unlike burglary robbery is very much on the increase as citizens take to the streets and slidewalks in search of easy ways of gaining money. The 'big job' which nets enough creds to retire on is still the dream of many perps, and as a consequence banks, jewellers and large firms remain the commonest targets of armed heisters. Small storekeepers and plaza traders are not immune from the attentions of thieves either, though these are more likely to be small-timers, punks or wayward juves. Just about anything that can be moved is likely to be stolen and sold off through the black market. Tapping, the commonest form of robbery with violence, is Mega-City One's largest growth industry, and despite the rise of anti-mugging suits it continues to be a threat to all citizens. Tap gangs work the walkways and eeziglides in broad daylight, slipping away into the backstreets at the first sign of a Judge or a spy-in-the-sky camera.

Grade 1: Armed Robbery with Violence 18 — 30 years.

Grade 2: Armed robbery 10 — 20 years.

Grade 3: Tapping (unless covered above) ... 5 — 15 years.

Grade 4: Robbery or theft 5 — 12 years.

Grade 5: Shoplifting and other petty thefts ... 2 — 7 years.

SECTION 6 — Theft-Related Offences

Hand in hand with the burgeoning theft industry there is a vast network of fences and racketeers dealing with the stolen property and money. The mobs take a fair proportion of the illicit goods available, but most of the smaller items pass through minor pongos and fences. There is a great deal of money to be made in the handling of stolen goods and in dealing in the black market, especially with stolen credit cards. Minor theft offenses such as fare dodging, misuse of a credit facility (spending more money than you have), and being overdue on something — library vid-slugs for example — are also included under this category.

Grade 1: Passing, receiving and/or dealing and trading in stolen goods 5 — 10 years.

Grade 2: Misuse of private property for storing illicit material 3 — 5 years.

Grade 3: Possession of stolen property 1 — 5 years.

Grade 4: Minor theft: fare dodging, illegal credit, overdue items, etc 6 months — 3 years.

SECTION 7 — Forgery

Despite the dramatic increase in sophisticated security technology the demand for forged items has not diminished. Instead the forgers have turned their hands to more advanced items such as credit cards, voice prints, even palm prints. Despite the increased emphasis on technology, however, there is bound to be some perp sat somewhere in the Mega-City dreaming of printing his own ten-cred note and making his first million.

Grade 1: Forgery 8 — 15 years.

Grade 2: Possession of forging equipment 5 — 12 years.

Grade 3: Possession of forged items 2 — 8 years.

SECTION 8 — Arson

In the close confines of the crowded Mega-City fire is an everpresent hazard, despite advances in fire-fighting techniques, and arson costs the city many lives and creds each year. Arsonists strike for a number of motives. The mobs use it to demonstrate the end-result of refusing to take out their 'insurance'; bored juves and punks may just start one for something to do. Even ordinary citizens go in for arson, especially against rival blocks. Block fires seem to bring out the worst in people, and many ordinary citizens use them as an excuse for a holiday, holding 'burn-out' parties on the plaza where they and their friends can sit and sip something cool whilst watching the real-life drama unfold in front of them!

Grade 1: Arson Life.

Grade 2: Endangerment or criminal negligence, resulting in fire 5 — 10 years.

SECTION 9 — Criminal Damage

The average spug in the street is bored half the time, and bored silly the other half, so it is not in the least surprising that he or she will look for something exciting to do. This boredom often manifests itself in the form of mindless vandalism against a vid-booth or street camera, but occasionally flowers into some creative scrawling. Equipped with only a spray can of his favourite colour and a very steady nerve, a juve may try and paint his name in the most prominent or dangerous place possible. Occasional competitions (scrawl wars) spring up, with each participant risking life or liberty to literally make their mark on the Mega-City.

Criminal damage is not the exclusive preserve of the young, though, and (like Assault) can be committed by just about anyone with a grudge. Unemployed dults smash the windows of Job-Shops; gangsters destroy the hover-pods of rival leaders; political activists go on machine or droid smashing sprees, and so on.

Grade 1: Criminal damage 2 — 6 years.

Grade 2: Scrawling 3 months — 3 years.

SECTION 10 — Public Order

The citizens can be extremely vocal when they feel they are being treated unfairly. All too often, though, their anger brims over and peaceful marches turn into vast riots, only quelled by prompt action from the Justice Department's Riot Squads. Most riots used to be over very trivial issues, such as the banning of an Umpty Candy brand or the 'death' of a favourite soap opera star, but in the aftermath of the Apocalypse War they took on a much more serious tone, with riots about food, housing, jobs, and general social conditions. Some criminals have successfully used sensitive issues to start demonstrations and draw attention away from their own crime attempts, though rabble rousers are generally as much at risk from arrest as any demonstrator.

Any one of the major Mega-City holidays (Apocalypse Day, Justice Day, Muncie Day, etc) and their lavish parades could lead to another riot, as drunken revelry turns sour all too quickly. The very worst public order offences, however, are those relating to inter-block relations. Block Wars are horrific events, with many thousands of citizens dying as the inhabitants of one block attempt to get even with their neighbours by using their Citi-Def's sonic cannon, laser howitzers and armoured hover-tanks. Block Wars typically class as Section 1 offences, but lesser inter-block crimes rate as Section 10s.

Alongside the major disturbances there are always a great many lesser incidents, with juves, punks and ordinary citizens involved in drunken brawls or disputes over prices, jobs, parking spaces, seats on the Zoom, and so on. If something can be fought over, it will be — and how!

Grade 1: Rabble rousing 5 — 15 years.

Grade 2: Rioting 2 — 10 years.

Grade 3: Unlawful assembly 2 — 5 years.

Grade 4: Disorderly conduct 1 — 5 years.





SECTION 11 — Public Nuisance

Section 11 offences are classed alongside Section 10s, generally consisting of lesser incidents which apply to citizens who have been 'careless' rather than deliberately criminal. Even the most trivial misdemeanours will be pounced on, however, for The Law is The Law, and a deviation from it must be punished appropriately. Various public health offences, including littering, spitting, and evading health and safety regulations all count as Public Nuisance. Also included, however, are the more idiosyncratic crimes, such as Boinging® in a public place and other illegal crazes. The invoking of a Section 11 often results in the rounding up of scores of bald or fat citizens, custard pie throwers, block climbers, Pug rock fans, or whatever the current trend is at that moment.

Grade 1: Boinging® in public 20 years.

Grade 2: Breach of the Peace. Breach of Health or Fire Regulations. 6 months — 5 years.

Grade 3: Running in Walking Area. Jaywalking on a civic highway 3 — 12 months.

Grade 4: Littering. Spitting in public 3 — 6 months.

SECTION 12 — Arrest Offences

Despite the wide-ranging powers of the Mega-City Judges, there are still some perps who just don't know when to give up! As a result, there are hundreds of different arrest offences, ranging from the trivial — swearing at a Judge and obstruction, to the very serious — abetting an escape, perp running, and so on. Some citizens are so nervous of the Judges they will immediately break into a run and attempt to flee if one questions them! All arrest offences will add to a perp's sentence, even if he was innocent in the first place!

Grade 1: Perp running, abetting an escape . 10 — 25 years.

Grade 2: Resisting arrest 1 — 5 years.

Grade 3: Leaving the scene of a crime. Obstructing an officer in the course of his duty. Running from a Judge. Suspicious behaviour. Wasting Justice Department time 6 months — 3 years.

Grade 4: Threatening language, cheeking a Judge, disrespectful behaviour, etc 6 months.



SECTION 13 — Perverting The Course Of Justice

Despite the supposedly incorruptible nature of a Judge, there is occasionally a perp who tries it on to avoid a term in the Cubes. Even worse, there are those unscrupulous mobsters who will try and bribe a Judge or certain notable civic dignitaries to turn a blind eye to their criminal rackets. Such attempts at bribery rarely succeed, for a corrupt Judge will not stay secret for long; an officer seen spending money is always a prime candidate for an SJS swoop before being despatched to Titan for a decade or two. Other perps will attempt to pervert the course of justice in less blatant ways, by hiring assassins to kill witnesses, destroying evidence, or simply perjuring themselves and lying when questioned.

Grade 1: Perverting the Course of Justice . 10 years — Life.

Grade 2: Bribery 10 years.

Grade 3: Bribery of a civilian 2 — 10 years.

Grade 4: Perjury 1 — 5 years.

SECTION 14 — Impersonation

The Judges' job is hard enough without having to cope with a bunch of kooks running around dressed as Judges and well-known perps! The jimps (Judge impersonators) are the worst offenders, for they often use their disguises to commit crimes — confiscating property or money for 'safekeeping', executing their friends. Various developments such as the palm-print recognition device on the Lawgiver have helped keep numbers down, but it can be

JIMPS - JUDGE IMPOSTORS - ARE A CONSTANT THORN IN THE SIDE OF MEGA-CITY ONE'S JUSTICE DEPARTMENT.



exceptionally confusing for a Judge when it does happen. Perp impersonation is rarely done for a criminal motive, but some foolish citizens have found that their fabulous fancy-dress party costume has resulted in their apartment being surrounded by a Heavy Weapons team! These citizens are typically charged with wasting Justice Department time, and are given light sentences as warnings not to do it again.

Grade 1: Impersonation of a Judge or known perp with intention to commit a crime 10 years.

Grade 2: Impersonation of a Judge for reasons other than crime. Defamation of a Judge's image. Use of a Judge's image for gain 1 — 5 years.

Grade 3: Impersonation of a known perp, for gain or otherwise 6 months — 2 years.

SECTION 15 — Security Offences

Despite a total victory over the Sov block in the Apocalypse War of 2104, Mega-City One maintains a strong military organisation, and Sov agents from East-Meg 2 are still occasionally found stealing secrets. Treason is a very serious offence, for it can undermine the whole security of the Mega-City and put the entire population at risk. There are lesser offences too, concerned with the disclosure of Justice Department secrets and the security of important civic leaders. In the main, however, the Judges keep few important secrets (apart from defence details) from the citizens, and information on most subjects is freely available to anyone with a terminal linked in to Barney. Perps have, in the past, attempted to infiltrate MAC, the Justice Department's own computer system, but with little success.

Grade 1: Treason, passing classified information to an enemy power Life.

Grade 2: Attempting to gain access to classified information for treasonable purposes or otherwise 8 — 25 years.

SECTION 16 — Illegal Scientific Activities

This category is reserved for bizarre crimes, often the result of spontaneous crazes or new offences which spring up overnight. A few of the following are universal crimes, but many are specifically the products of the 22nd Century. All experimentation on animals was banned by the Dredd Act of 2102, but a few researchers flaunt The Law and continue their horrific work in secret. Other learned men and women debase their skills by becoming involved in body sharking and organ legging rackets. Body sharking is the illegal dealing in human bodies whilst they are in suspended anima-

tion. The bodies of relatives are used as collateral for large loans; customers who fall behind on the repayments lose their relations to organ leggers, who deal in illegally obtained body parts. Organ leggers get most of their material from corrupt Resyk workers and poor families who sell off their dying (or sometimes perfectly healthy!) relations, but some have taken the drastic step of stealing car crash victims from ambulances, and even killing people for their bodies! The Andean Conglom in South America is a well-known source of body parts, typically arms left over from 'purges' of their political dissidents.

Grade 1: Body sharking. Organ legging Life.

Grade 2: Illegal experiments 10 years — Life.

SECTION 17 — Controlled Substances

The list of substances, products and other items banned by the Justice Department lengthens each year as more and more things are found to be harmful to the health of the citizens. There is a list of typical proscribed products in Chapter 6, but drugs, firearms, equipment, vid-slugs and other items are also banned from public sale, distribution, manufacture and possession. Some illicit products are made in the Mega-City, but most (especially drugs like Adifax and White Stuff) are refined in the Cursed Earth and smuggled into the city by the mobs, who effectively control 90% of all such operations.

Grade 1: Manufacturing or smuggling proscribed item into the Mega-City 10 — 25 years.

Grade 2: Trading in proscribed item 5 — 18 years.

Grade 3: Possession of proscribed item, for purposes other than above 6 months — 10 years.



SECTION 18 — Gambling Offences

Gambling has been illegal ever since the foundations of Mega-City One were first laid, yet many citizens still regularly attend illegal robot wrestling, bite fights, and so on, with the sole intention of betting on their outcomes. In shady shuggy halls in the older Sectors punks bet on matches, with hustlers taking on all-comers for a pot as high as half a million creds. TV game shows are exempt of gambling laws, but carefully written charters guarantee that they refrain from relying too much on luck and chance, and instead place the emphasis on winning through personal abilities like knowledge or fitness.

Grade 1: Organising gambling or illegal event with intent to gamble 5 — 15 years.

Grade 2: Illegal gambling. Attending illegal sporting event with intent to gamble 2 — 6 years.

SECTION 19 — Employment Offences

The pressure on jobs being what it is, moonlighting by holding down more than one job is a truly heinous social crime that brings revulsion to even the sternest Judges. As a result, the sentences for such crimes are very harsh. Less harsh are the various trading offences, for the Mega-City finds itself caught between a need to applaud a citizen who manages to set up a successful job for him or herself, and compliance with The Law that insists upon their arrest.

Grade 1: Moonlighting 10 years per job.

Grade 2: Trading without a licence, or in proscribed area such as public plaza 2 — 5 years.

SECTION 20 — Traffic Offences

The roads of Mega-City One, with well over 13 million vehicles on them at any one time, are tremendously dangerous, and it follows that there are a great many laws governing speed limits, parking and so on. Some offences will lead to greater things: a punk obviously wouldn't be driving an expensive car unless it was stolen, a light-jumper may be drunk or nervous about something, and so on. Most offences, though, will be trivial, and because of the frequent number of motoring offences Grade 2 & 4 crimes will only earn a caution for a first offence — but the Judges will come down twice as hard the next time! Traffic laws apply just as strongly to hover vehicles and aircraft as they do to road vehicles.

Grade 1: Driving dangerously, or under the influence of drugs or drink 2 — 15 years.

Grade 2: Light-jumping, erratic driving, slow driving, speeding 1000 cred fine — 3 years.

Grade 3: Unroadworthy vehicle . 500 cred fine — 2 years.

Grade 4: Meter or parking violation, including petty theft of meter time 1000 creds fine — 1 year.



New Crimes

Feel free, as always, to modify any of the above crime details in accordance with events in your campaign, or to invent new crimes to run alongside those listed. New crimes, especially, keep players on their toes, particularly if you make them wait before allowing them to arrest someone for it (ie, you inform them that doing such-and-such is now a crime, but don't actually introduce the crime into the game until a few scenarios later).

New offences should either be fitted into one of the Section headings presented above, or have a whole new category built around it. If you are stuck for inspiration on the introduction of new crimes, and how they are dealt with by the Judges, we recommend you read *Umpty Candy* or *Boing*® in the Judge Dredd strips. Alternatively find an example of a new crime in a daily newspaper or in a favourite book, and use it as inspiration for a crime wave that will rock the Mega-City to its foundations, or at least rattle them a bit.

Sponts & Narks

Sponts, or spontaneous confessors, are a major hindrance to the Justice Department's work. They suffer from 'Erroneous Guilt Manifestation', a psychiatric disorder which forces them to find a Judge and confess to a major crime, even though they are guaranteed to be innocent. Whenever a big crime story breaks, they turn up at Justice Central by the Zoomload, all willingly confessing to the crime and demanding to be imprisoned. Sadly, there is little that the Judges can do to stop them, short of granting their wishes and arresting them! A voluntary organisation, Sponts Anonymous, exists to rehabilitate them and make them useful members of society.

	S	I	CS	DS	TS	SS	MS	PS
<i>Spont</i>	D2	2D10	2D10	2D10	2D10	4D10	D10	D10
<i>Typically</i>	2	10	10	10	10	20	5	5

Surrender Modifier: Always surrender

Weapons: None

Equipment: None

Narks, on the other hand, may be very guilty of committing a crime, but they are often kept free from prosecution in return for useful information in the form of tip-offs or leads. Many narks are streetwise private citizens who turned Judges' Evidence in return for their freedom; some Judges have narks who actually work *inside* the criminal rackets.

Introducing a nark into your game is a matter for your discretion. When one of the Judges is in a position to choose a nark, as a Special Ability, you should not immediately grant them one. Instead, if they want a nark, and you agree that they should have one, let them choose the option, use up their EPs, and so on — and then wait a while before you introduce a potential nark. After a few cases have been solved, write a henchman or some other character into a scenario, and set up a situation where they might surrender to the Judges and offer to 'tell all'. The nark can then reappear in other scenarios, offering vital (or indeed entirely misleading) scraps of information as necessary. You should base the stats for your nark on the criminal or citizen type he or she comes from. It is not necessary for them to have a very high *Street Skill*, depending on whether you want their information to be accurate or not!

Victims & Bystanders

Whenever a violent crime is committed someone is going to get hurt. Most victims are private citizens, innocently going about their daily business, who just happen to get caught up in events. You should use the standard 'Citizen' stats presented earlier to define these poor victims.

Others, though, will be anything but innocent — and it is for this reason the Judges always run checks on the victims of crimes, alongside those on the perps who committed the crime against them. If, for example, the Judges are called to a plush apartment by an obviously rich citizen who has been robbed, he might just turn out to be a wanted mob leader or racketeer trying to throw the heat off himself. In this way you can complicate an investigation no end, and perhaps lead a path into a vast web of criminals, all stealing off each other! Gear your victims to a developing, continuous campaign; after all, everyone has got *something* to hide!



5: SECTORS & CITY-BLOCKS



You've got the crimes, you've got the criminals — now all you need to work out is the setting for the crime. Many crimes take place out in the streets, but a case could lead a Judge just about anywhere: a bank, shopping hall, sewage reclamation plant, irradiated slime-pit, or any other location that you feel is right for your scenario. Quite obviously, therefore, you must be familiar with Mega-City One and its different areas. The first thing to do, then, is to go back and read *Chapter 7* in the *Judge's Manual*; this will give you a basic overview from which you can start to build your own version of the megalopolis.

Mega-City One, as you know, is divided up into a number of Sectors, 305 in all under the revised system. Your own Judges, though, will most probably start their first few cases in the same Sector, where they can become adapted to life on the streets without having to worry about learning a new area. You will need to detail a Sector House for them (see *Chapter 3* earlier), and a few prominent local buildings and areas and major roadways. Once these are worked out in detail you can fill in the gaps as your scenarios demand it, placing new blocks or roads onto your Sector map when you need them for the next case. In this way you will slowly build up a picture of the Sector without having to spend all your time drawing detailed maps and writing reams on each and every block. In this chapter there are guidelines for creating Sectors, blocks and so on, starting with general areas and moving down to individual apartments.

SECTORS

The Sectors of Mega-City One don't come in set sizes, for they were originally drawn up when the vast conurbation was first being built in the 2020s. A typical Sector, though, might be perhaps 100 by 150km, with the Justice Department Sector House in the centre. Roadways will bisect the Sector in every direction; most will be internal, narrow highways but a few will be massive inter-Sector throughways, 20 or more lanes wide and with high minimum speed limits. There are notes on roadways in *Chapter 3*. When you plan out a Sector, or part of one, you shouldn't try and include every roadway and walkway, unless it is important to the scenario. Since your players can call up MAC for guidance on traversing the maze-like road system there is little point in trying to confuse them with a mass of roads, unless you have some specific plot in mind.

A Sector map will usually be nothing more than a piece of small-scale graph paper covered with squares (for the blocks) and different coloured lines (for the various roadway types). You should also consider the presence of other major buildings — a Resyk unit will be lower than a block but will take up more surface area for example — and any special terrain, such as Rad-pits or bomb craters left from the war. Most Sectors have their fair share of these, but there are a few Sectors with a larger proportion of special features:

Rad Zone: These areas were completely obliterated in the Apocalypse War, either by a direct hit from an atomic warhead or as a result of heavy fighting. There are no real buildings left, just a few ghostly shells inhabited by vagrants and punks (possibly hiding out from the Judges). The ground is very rough, dotted with craters and pools of radioactive mud, and the whole area seems dead and desolate. Rad storms sweep the zones every few days, ensuring that inhabitants don't stay for too long. All in all, they are violently unpleasant places to visit, yet all too often the Judges are forced to track down perps hiding in them. Rad suits and regular Anti-rad pills are a necessity for any visit to a Rad Zone.

Dust Zones: These special industrial areas proliferated in the less-crowded southern Sectors before the Apocalypse War put paid to all forms of life south of Sector 121, though there are still a few Dust Zones in the surviving parts of the Mega-City. They are Sectors, or parts of Sectors, which are given over entirely to industry, with cybernetically-operated factories churning out goods and foodstuffs continually, both day and night. Few humans dwell in these areas, for the only jobs available are as robot watchers and floor-sweepers, and there are no residential city-blocks in the area in any case. The blocks in a Dust Zone are typically vast steel affairs, with few windows and with large entrance doors and loading bays for trucks and tractor units. The roadways won't have pavements, in the main, for there are no people to walk down them, and the whole area may well be covered in a thin layer of industrial pollution and dust. Dust Zones are occasionally the targets of major crimes — thefts, sabotage, industrial espionage, maybe even a revolt — yet the crime rate is much lower than in the crowded inhabited areas.

CITY-BLOCKS

Most Sectors, though, are made up of residential and commercial blocks, inhabited by hundreds of thousands of people. Sometimes both types of block combine, with apartments and shopping malls on alternate levels of massive stratoscrapers. It is said that some citizens never actually leave the blocks where they were born, preferring to stay where they have all the facilities they need. Most blocks, though, are tatterier and more run-down than the prestige developments, with few facilities but hundreds of people living in cramped apartments. When you design a

city-block, you will usually only need do so when one is specifically required for an adventure; you will then be able to spend more time working out all the fine details of the complex as appropriate to your plot, rather than having a rough sketch to work up later.

The typical Mega-City block can be anything from 100 to 1000 storeys high, and as much as three-quarters of a kilometre wide! It will have a wide range of facilities, from libraries and gyms to promenade parks and schools, but most of its space will be taken up with apartments. Access to all floors will be provided by escalators and stairs, though some of the newer buildings have AGCs (see *Internal Transport* below). If the block has a high proportion of juves it will be completely covered in graffiti, and all the vid-phones will be vandalised!

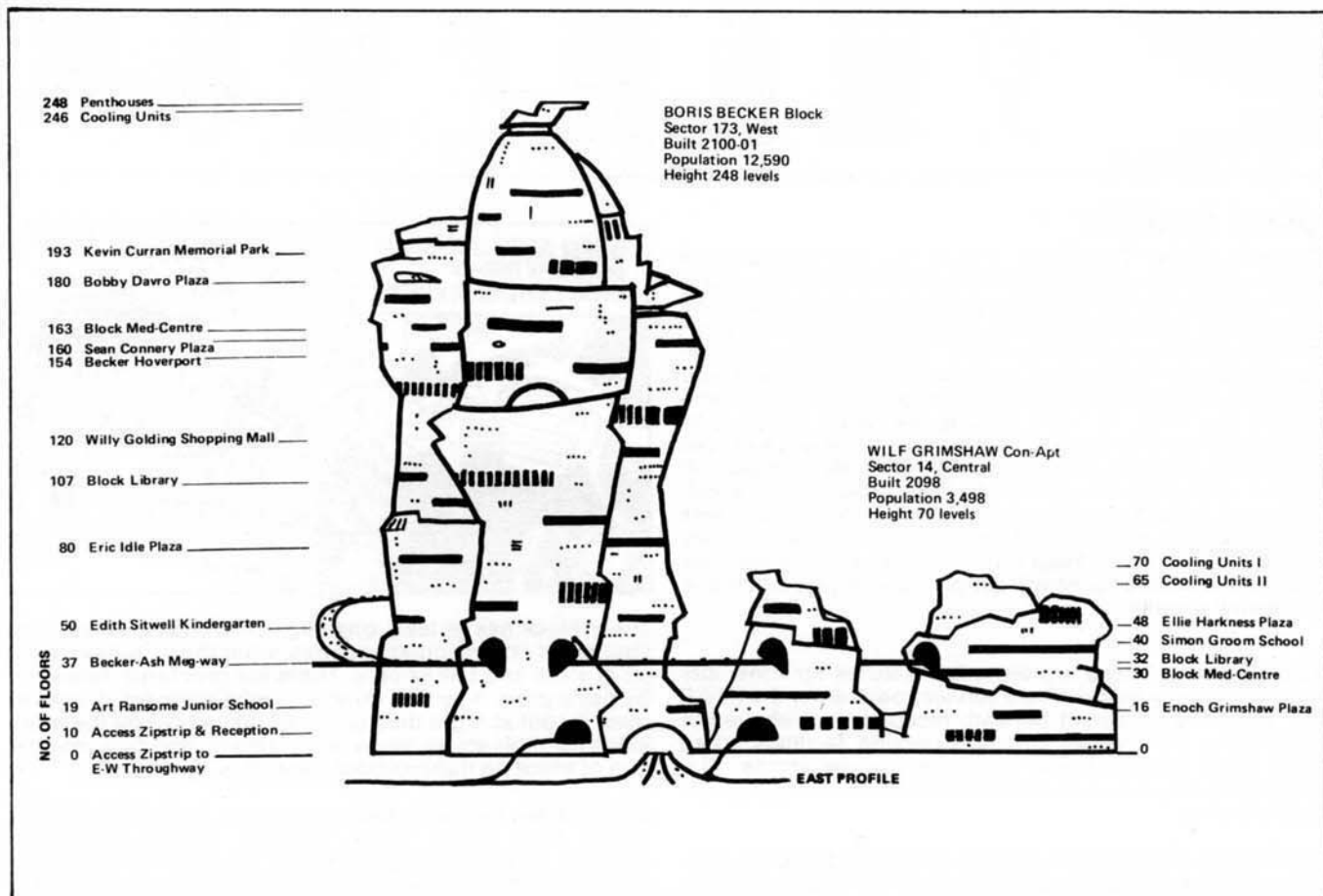
There are a number of higher quality and lower level designs too, known as Con-Apts or Conurbs. These consist of a number of better-made blocks linked by walkways and crossovers. They are expensive to live in, and will only be inhabited by citizens with jobs or lucrative hobbies. Their facilities are generally in better order, and of a higher quality, but the blocks will be much greater targets for burglars and vandals. This isn't to say that rich citizens only live in low-level Con-Apts, for many choose to dwell in the standard blocks, typically newer ones, where whole communities of unemployed artists and advertising executives can live out their lives in comfort with frequent coffe mornings and cocktail evenings. Many of the richest of Mega-City One's citizens own the top levels of the modernest blocks, with their own penthouse suites, heli-pads, in-built parks and other facilities.

Despite the great ravages of the Apocalypse War there are quite a few pre-Atomic War blocks still standing. These old skyscrapers are only inhabited by the poorest citizens — the congenitally unemployable and immigrants from the Andean Conglom and Puerto Nova — and are little more than slums. Most have lifts, but they ever worked they certainly don't now! Lights don't work, power failures and water shortages are common, yet there are still 10 year waiting lists for some of them, such is the demand on housing in the post-war city.

All too many citizens still live in the ghettos, too, either in the ruined Sectors or just outside the city walls. The shacks and lean-tos are revoltingly unhygienic, but for many they are the only alternative to sleeping in the gutters. Some give up their shacks and invest their savings in vast armoured Rad-wagons, and set off across the Cursed Earth radiation desert to make a new life in the New Territories, much as their American ancestors did four centuries before them.

Planning A Block

The easiest way of describing exactly what a block is like to your players, we have found, is to draw up a Block Profile, like those reproduced here, which you can then give to your players if they ask MAC for details of where they are headed. The profile conveniently summarises the relevant features of the block, as well as giving them an idea of what it looks like. The two here are for a major city-block and a low-level Con-Apt respectively, and the diagrams should be self-explanatory. The various features of the blocks are dealt with in detail below. You have a free hand as far as block design goes, for they can be just about any shape you like: long and squat, tall and slender, round and lumpy with strange protrusions — anything you feel up to imagining.



Creating A Block

The following tables can be used to generate the bare bones of typical types of block and con-apt. Either roll randomly using the dice indicated, or choose each item yourself to create a more personalised block profile. Once you have the numbers you can begin to fill in the essential details of inhabitants, events, and so on, as required for your scenario.

Number is the quantity of the appropriate feature there is. If more than one item is indicated, re-roll for the level of the other(s). **Level** is where the feature may be found in the building. (Use common sense with Levels — if you roll a con-apt 10 levels high, you aren't going to get a service road, for example, at level 30!). A minus number for Level means the feature is below the ground.

Block Names

Like just about everything else in Mega-City One, city-blocks are named after famous people from the past, especially from the last three centuries. If you have any trouble naming a block (or indeed a roadway, shopping mall or memorial hoverport) just open a newspaper or turn on the TV and use the very first name you come across. Some names already used have included the following:

Len Bernstein Block	Scott Joplin Con-Apt
Henry Kissinger Block	Stan Ogden Freeway
Andy Dante Block	Jimmy Clitheroe Parkway
Dan Tanna Block	James Hunt Crockblock
Charles Eiffel Block	Booker T Buildings
Colin Wilson Block	Bill Burroughs Boulevard
Nicholas Parsons Block	Petula Clark Reconstructs
Herbie Hancock Conurbs	Benny Hill Block
Buddy Ebsen Spiral	Yootha Joyce Block
Claudia Brucken Block	Michael Munce Block
Enid Blyton Prom Park	Huck Finn Kindergarten
Carlos Castaneda Con-Apts	Bill Oddie Underzooom

	Pre-Atomic War		Pre-Apocalypse War		Post-Apocalypse War		Con-Apt	
	Number	Level	Number	Level	Number	Level	Number	Level
Total Height	—	D10×30	—	D10×50	—	D20×50	—	D10×D10
Population		D100 per level		D100 per level		D6×25 per level		D10×5 per level
Service Roads	D2+2	D100	D3+1	D100	D4+2	D100×2	D2+1	D20
Hoverport	D2-1	D100+25	D2-1	D100+100	D3-1	D100+400	D4-3	D20+30
Sky-Rail Station	—	—	D4-3	TH-2D20	D3-2	TH-2D100	—	—
Elevators	D10+5	All levels	2D10+5	All levels	2D10+10	All levels	2D4+4	All levels
Anti-Grav Chutes	—	—	D3-1	All levels	D4-1	All levels	—	—
Stairs	2D10	All levels	2D12	All levels	2D12	All levels	2D6	All levels
Ramps	—	—	D2+1	1 to 2D20	D3+1	1 to 3D20	—	—
Block Park	D2-1	Top level	D2-1	TH-D100	D2	D20×50	D3-2	Top level
Promenade Plaza	D4	D10×25	2D4	D20×20	2D4	D20×40	D3-1	D10×8
Shopping Mall	D3-1	D10×20	D3-1	D10×40	D4-1	D12×50	D2-1	D6×10
Med-Centre	D3-2	D10×25	D2-1	D10×40	D2-1	D12×50	D3-2	D6×10
School	D2	D3×30	D2+1	3D100	D2+1	4D100	D3-1	D6×10
Library	1	D100	1	2D100	1	3D100	D2-1	2D20+10
Penthouses	D3-1	TH-D10	D3-1	TH-D10	D4-1	TH-D10	—	—

TH=Total Height

Block Facilities

Entrance Plaza: This leads in from the inter-block plaza which separates most blocks from their neighbours, and is the focal point of the building. All the elevators, AGCs and emergency stairs meet up here, and it is the major entrance/exit for anyone visiting the block. The entrance area will usually have a high ceiling, perhaps taking up 2 levels, and may well have balconies in its upper parts with shops and leisure facilities, in turn leading up with ramps and slidewalks to other levels. The block administration offices (overseers, security, maintenance, Citi-Def, etc) will lead off the entrance plaza. There will be a large group of public vid-phones in one corner of the plaza. Some of the larger blocks have reception desks which help visitors find where they want to go, and also keep block records and the like, but most of the smaller ones will simply have large-scale maps stuck on the walls.

Vehicle Parks: These are essential features for most city blocks, typically found where service roads enter the building, or in the basement beneath reception but above the generators. As well as standard parking facilities some have small vehicle repair bays and spares stores. The block's CD may have one corner divided off for storing their own vehicles.

Promenade Plazas: Psychologists have found that the confines of block life take a terrible toll on the citizens. Hence



every block has at least one large open plaza, away from shops and entertainment centres, where the citizens can just sit or stroll and talk or play. There are problems, however. By day a prom may be a quiet, peaceful place for all ages to relax in, but at night they often get taken over by the block juves for their struts, bops and rumbles, and turn into the sort of place no right-minded over-20 would ever go.

Block Parks: As well as the prom plazas, some of the larger blocks have parks. These typically consist of a wide expanse of synthi-grass parkland, covered by a plasteen dome, onto the surface of which a vid-projection constantly

MANY CITY BLOCKS CONTAINED THEIR OWN ARTIFICIAL PARK. WITH THE WONDERS OF ENVIRONMENT CONTROL, MOST NATURAL CONDITIONS COULD BE SIMULATED —



plays, showing clouds, birds and pretty scenery to give the illusion that the park looks out on paradise, not rotten old Mega-City One. The reality of many block parks is somewhat less than heavenly, though, as they are the prime targets for the spray cans and boots of the local juves, and are often vandalised beyond repair. Nevertheless, when the sun is shining and the citizens have nothing better to do (most days!) there will be plenty of people in the park — jogging, playing, swimming, feeding the robo-ducks or just sitting and staring and relaxing in comfort.

Block Library: This facility is mostly used by citizens anxious for something to occupy their time during the day. Here they can read up on local or national history, watch old vids or read the latest bestselling tapes in comfort. Many block libraries carry masses of trivial information on their block, and can occasionally be useful to Judges looking for special clues to a case. All block libraries have links with Barney, and therefore access to the Mega-Library system.

Block Schools: Every large block has its own educational facilities, typically a robo-school where the juves can spend their days learning how to occupy their time when they are unemployed, how to stay on the right side of The Law, and how to be useful and upright citizens. Truancy is rife, but every day spent away is punished by a week in the Juve-cubes. The largest blocks will have separate schools for different ages, but most will simply have one large unit, staffed by a dozen or so robo-teachers.

Med-Centre: Most larger blocks have their own clinics, and some will even have fully equipped hospitals. Many of the block's younger inhabitants will have been born in the block Med-Centre, and many will end their days there too.

Shopping Mall: All blocks have a fair few shop units scattered around their levels, especially clustered around the entrance plaza, but some of the newer blocks have full shopping malls, used by people from nearby blocks as well as their own inhabitants.

Other facilities: Depending upon the block, and the Sector it's in, there may be other, more specialised facilities in a block. Some have their own sports stadium, home to the local jetball or skatediving team. Others may have sky-rail stations or hoverports, together with repair bays and transport company offices. There may be nightclubs, museums, company offices, and many others. Feel free to add unusual features as your game demands.

Internal Transport

There are a variety of ways of moving about in a city block, though facilities will depend upon the age and state of the block in question. Older blocks will only have elevators and stairs, but will hopefully be lower than the newer blocks anyway. The following sections decrease in technical sophistication as they go down.

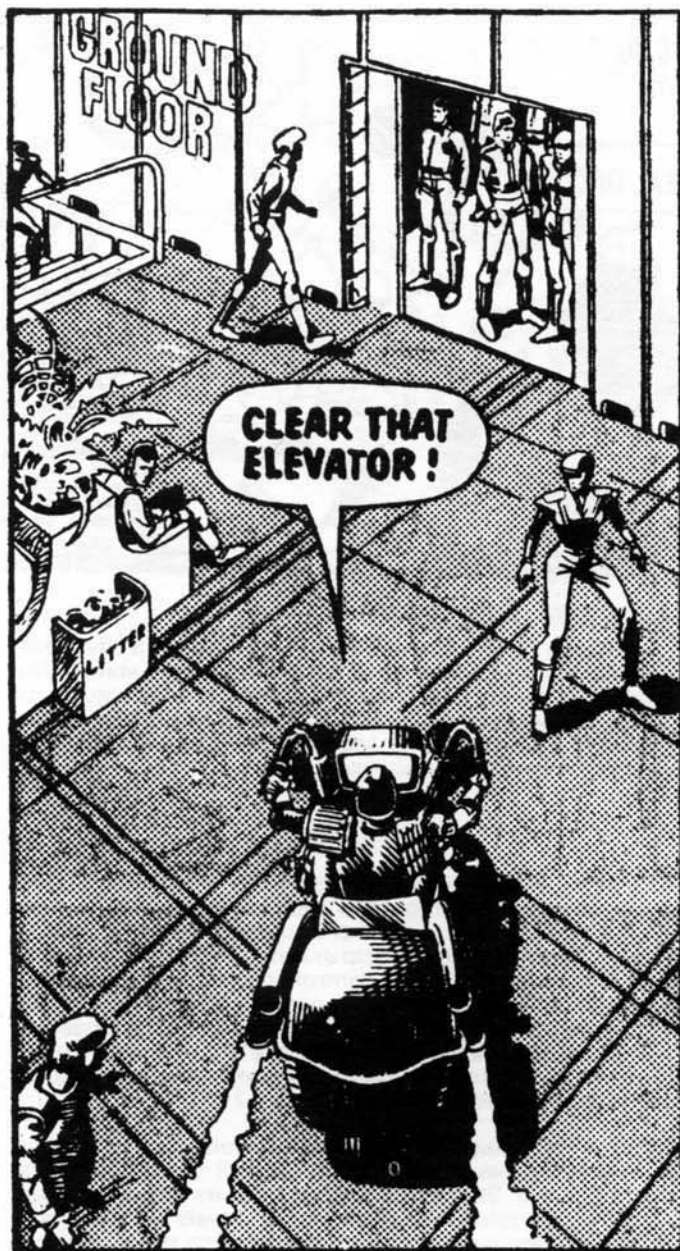
Anti-Grav Chutes (AGCs): Also known simply as 'Tubes' these are vertically-mounted clear plasteen tubes which run up the middle or outside of a building. Stepping into the tube, a person is propelled up or down — depending on the flow of the tube — at a rate controlled by raising or lowering the arms. At each level there is a wide entry/exit port, fitted with a handle for passengers to grasp to pull themselves out of the anti-gravity flow. AGCs are fast and easy to use, but they do require the user to have both hands free. AGCs will only be found in blocks built after 2100.

Moving Pavements & Ramps: Slidewalks and eezigslides are powered pavements which take all the effort out of moving about. Some stay level, but others slope gently up or down, carrying citizens to other levels of the block. Slidewalks are typically found in shopping malls and entrance plazas, and on other main pedestrian routes.

Elevators: All blocks have clusters of elevators, from large heavy-load service lifts to ordinary public elevators, even 'paternosters' (continuous belts with platforms for one passenger at a time) in some blocks. In the taller blocks there may be different lifts for different levels, with high speed elevators serving the top-floor penthouses and nowhere else. In poorer, older blocks the lifts won't work and will smell as though someone recently died in them (they probably did!).

Escalators: Found in older blocks built before the refinement of eezigslides, these typically connect the different levels of shopping malls. In poorer blocks they won't ever move, and will prove very hard to run up quickly.

Stairways: Stairs are common to all blocks, generally serving as emergency access to all levels, spiralling up the central spine of a building. In some places they may be replaced with wider ramps, typically giving access to vehicle bays or the block's Citi-Def armoury.



Emergency Facilities

As well as the emergency stairs there are two other means of escaping from a block in the event of fire or power failure. Fire slides are long inflatable chutes down which citizens can slip to safety from an open window. They are only usable on the first three levels of a building. Higher up, the fleeing inhabitants have to use glide chutes, which are a cross between a parachute and a hang-glider. The block Citi-Def run regular practice sessions in using them, and all citizens are required to know how to use them.

Access To Blocks

Foot Traffic: Around the base of blocks, city bottom is usually kept free of normal vehicles, creating a 'tweenblock plaza' where the inhabitants can stroll, pause to shop at the little plaza traders, or wait for public transport to arrive. Slidewalks and ramps lead off to other parts of the area. Walkways and crosspeds arrive at the block, sometimes as high as 100 levels above the ground, leading from ground level, other blocks and so on.

Roads: Pipeways and zipstrips circle around the blocks, entering at various levels. They lead, in turn, to feed roads which give access to major throughways and Meg-ways.

Sky-Rail: Zoom stations are only found in the largest blocks, as they only serve the busiest areas of the city. The stations take up at least two levels of the block — one for the up-town line, and one for down-town, together with offices, repair bays and other facilities.

Hover Traffic: Most blocks over 100 levels high will have at least one hoverport. The largest commercial blocks will have large hoverports more like main-line stations than car-parks, with regular hoverbus services and hover-taxis as well as private vehicles, and will take up most of two levels of the block.

Non-Residential Blocks

Not all city-blocks are used to house citizens. Some are used as factory units or offices, TV stations or hospitals, prisons, shopping complexes, and so on. They can be generated in much the same way as normal blocks, but you need only roll for Height, Service Roads and Internal Transport (unless the block is part-residential).

Commercial Blocks: Also known as 'Shoplexes', these blocks are made up of hundreds of shops, business and offices, rather like vertical town centres! Some of the largest department stores actually inhabit their own blocks, with different departments spread out through the block (generate as a Con-Apt). Just about any type of shop or business can be found in a commercial block, depending on the needs of your scenario. Commercial blocks tend to be wider and squatter than residential blocks, with large, open malls and several levels of balconies looking down into them. Slidewalks, ramps and escalators are more frequent than lifts, and parking space and service roads will be located below or above the main mall with fast, easy links between the two. Most of the larger shoplexes will have Zoom stations built into their higher levels, and all will have large hoverports. A typical shoplex should be generated using the Pre-Atomic War column of the block table for height and service roads, but using the Post-Apocalypse War column for Sky-rail station, Hoverport, and Internal Transport.

Crockblocks: When they get to a certain age, elderly citizens don't want to have to put up with rampaging juves and noisy neighbours, so they are rehabilitated into these special OAC-orientated blocks. They can be designed as Con-Apts, though they will usually be a combination of shopping malls, promenade plazas, synthetic parkland and individual apartments. There will be no stairs except for emergency purposes, but lots of slidewalks and lifts. The shops, eateries, and leisure establishments will all be geared to the over-60s. (In fact, one has to be a registered OAC to acquire a place in a crockblock.) Interestingly enough, crockblocks are often infamous breeding grounds for violence and crime, as the reactionary elds often band together into gangs for 'protection' against the neighbourhood juves!

Industrial Blocks: Dust zones are typically made up of hundreds of industrial units, but they are also found scattered amongst residential and commercial blocks throughout the city. Some are office buildings, all plascrete and gleaming plasteen, but many are large ugly factories without windows or special facilities. Since most 'dust blocks' are purpose-built for the company which owns them they tend to come in all different shapes and sizes: rather than use the tables earlier you can draw them however you wish — let your imagination run riot!



Rehabs: These special establishments are dotted around the Mega-City, often near large Iso-blocks. After a stay in the 'cubes, perps are temporarily housed in a Rehab, where they learn to adjust to being normal members of society again. Rehabs are much the same as normal residential blocks, but they are effectively 'sealed', as the inmates are kept under constant supervision until they are released into society a month or two later (and even then they must attend day classes for a further month). Most of the interior of a Rehab block will be dormitory-like apartments, classrooms, canteens, gyms, exercise areas and workshops. Generate a Rehab as if it were a low-level Con-Apt, with a single service road and no other exterior access.

Segregation Blocks: Fat people are officially recognised by the Justice Department as a menace to society, as they eat too much and as a result are likely to be attacked by other, slimmer citizens! Many of them are now confined to segregation blocks, where the authorities can both protect them from being assaulted, and stop them from trying to gain more than their allotted ration of food. Segregation blocks are very similar to Rehabs, with only a single service road leading to them and few special facilities.

Other Blocks: Don't forget that lurking in the shadow of the taller blocks there are many smaller buildings — ordinary shops, bars, offices and so on — which you can also include

in your adventure designs. These will be very similar to their 20th Century equivalents, and as a result should be detailed like any normal building. They won't be more than D10 levels high, situated at the side of a city bottom road rather than served by service roads, and will have few special features, if any.

Inside A City-Block

Once you have your block's basic outline you can begin to fill in the specific details you will need for your particular adventure, in the form of level plans, and floorplans of individual apartments. How you draw these is completely up to you, as you should model your diagrams around what you need for your scenario. The examples which follow, though, should show you the sort of thing you could try, and are taken from the Boris Becker block example used earlier.

As you can imagine, one floor of a block is pretty much like any other, with rows and rows of apartment doors split into small groups, with elevators grouped at strategic intervals and emergency stairs clustered around the central core of the building. Some floors will consist of more than just apartments, however, and other features may also, or instead, be present.

The average family hab unit is fairly compact for the number of people who have to live in it, as space is at a premium in Mega-City One, though its actual size will depend upon the size and earnings of the family. Joe Average (remember him?) will have a few standard items, including a vid unit, a vid-phone console, a servorama food preparer, garbage grinder and standard furniture and fittings, but little else. Only the city's richer inhabitants can afford servodroids, hot-air beds, or vibro-pools — and these citizens are thin on the ground!



BORIS BECKER BLOCK -- FLOOR 187



6: PEOPLE, PLACES & PRODUCTS



The information you have read up to now should be more than enough to go on as far as basic detailing goes, but to add the icing to the synthi-cake, as it were, the next two chapters deal with specific source material which you can use or adapt to fit into your adventures. *Chapter 7* is full of weapons, vehicles, aliens, equipment, mutants and so on, together with the relevant game data for each subject. This chapter, however, concentrates on some of the many aspects of Mega-City life, detailing specific people, places and events, for use — if you wish — in your adventures. Rather than make up your own perps all the time, why not design an adventure around the return of the Angel Gang (again!) or have your players team up with Hershey, say, or even JD himself? Base one of your scenarios around the resurgence of Umpty Candy, or set one in the Power Tower or on the Nelson Rockefeller Orbital Suburb. As long as you ensure you don't follow the plot of an existing story which your players may already have read, you can do just about anything with any aspect of Mega-City life taken directly from the original strips.

There are a few points to be wary of when using such source material. Make sure, as far as you can, that your material is depicted accurately when you use it. Judge Death, for example, would only be interested in killing everyone he met, and certainly wouldn't be found robbing a bank or helping an OAC across the Meg-way. Try and remain consistent with the Dredd strips too. If a story is running featuring Judge Anderson it is probably unwise to have her in two places at once by including her in one of your scenarios at the same time. It may be useful to actually base your campaign around the events detailed in the strips — it'll certainly save you from having to create a new Chief Judge if you use McGruder, a new craze if Power-boarding is rife in the city, a new disaster if the Dark Judges return to the Mega-City. You could even use the strips as direct material for your games: let players read them as if they were case histories or news reports detailing the work of Dredd, their fellow Judge.

Alternatively, of course, you can forget about as little or as much of the 'real' Mega-City One as you want, and make it partially or wholly your own creation. However, the ideal game, we feel, should mix new events (designed by yourself) with established events, people or places already features in the strips. The ratio of new to old is purely up to you and the style of your game. As always, there is nothing to stop you amending, adding to or rejecting any or all of the material presented here — if it makes your game more fun to play and run then do it!

THE FAMOUS & THE INFAMOUS Judges

The following should all be well known to your players, and they may even have a chance to team up with them for a case. *NEVER* let one of your players use one of the following Judges for their own character.

CHIEF JUDGE McGRUDER

Known for her stern countenance and uncompromising impartiality, McGruder has been Chief Judge of Mega-City One since 2104, when she took over the running of the city as the replacement for the late Chief Judge Griffin. Her powerful leadership was just what the Justice Department, and the city as a whole, needed to get on with the task of rebuilding the devastated megalopolis, and it has continued to serve them well in the years since. Originally head of the elite SJS, she has coped well with the pressures of command, and is much respected by her officers and citizens alike.

Instantly recognisable from her slicked-back hair and skull earrings (a remnant from her SJS days) McGruder is an imposing figure. Her left hand is a bionic replacement after a wartime injury, but despite this she is a crack shot and still a fit, proficient Judge.

	S	I	CS	DS	TS	SS	MS	PS
Chief McGruder	3	85	92	48	50	82	45	31



JUDGE DREDD

Joe Dredd is a legend in his own lifetime, known to every single inhabitant of Mega-City One as its toughest and most ruthless lawman. Fanatically dedicated to upholding The Law he lives for, his commendations and achievements are far too numerous to mention here (his whole career is summarised in *2000 AD*, a noted comic of the 20th Century), but suffice to say that of all Mega-City One's major criminals it has been Dredd who eventually brought them to justice. He is not without his critics, of course, as many citizens (and indeed some Judges) consider him too stern and hard — hence his nickname 'Old Stoney Face'.

Dredd spends almost all his waking hours on the streets stamping out crime wherever it rears its ugly head, but will sometimes retire to his small, compact apartment at the top of a block close to Justice Central, where he lives with his servo-droid Walter (see later). Dredd does not have any true relations or family, being a clone made from cells from the gene stock of Fargo, the Father of Justice. His clone twin, Rico, was also a Judge, but after returning from Titan where he had spent 20 years as punishment for corruption Dredd outgunned his brother in a face-to-face duel, killing him outright. Dredd is a crack shot, a superb driver and combat tactician, and is the living embodiment of the perfect Judge.

	S	I	CS	DS	TS	SS	MS	PS
Judge Dredd	3	97	98	85	55	95	50	30

PSI-JUDGE ANDERSON

Cassandra Anderson is not the best example of a stern humourless Mega-City Judge, for she is flippant, disrespectful, sometimes lacking in judgement, yet still remains one of the best operatives Psi Division has ever had. Her most famous cases have been working alongside Dredd, in the fight against Judge Death and his netherworld brothers, and the time-trip into the city's future to fight the evil mutant clone of the Judge Child who had taken control of the Mega-City. After her first brush with Death she spent over a year encased with Boing®, the miracle plastic, with the monster's spirit trapped in her brain. She later received a commendation after she aided Dredd in forcing all four Dark Judges back to their own dimension and destroying them, but had this withdrawn after accidentally releasing them again in 2107 (before they were again, finally, banished into another dimension). Anderson was also a vital member of Dredd's Apocalypse Squad in the raid on East-Meg One which turned the course of the war of 2104, and ensured the Mega-City's victory.

Like all too many Psi-Judges Anderson is a little highly strung, and prone to behaving very erratically. A wisecrack is never far from her lips and she often seems not to grasp the seriousness of a situation, but underneath she is as tough as they come and she gets results.

	S	I	CS	DS	TS	SS	MS	PS
Judge Anderson	2	84	88	50	42	76	65	99



JUDGE HERSHEY

A member of Dredd's expedition to find the Judge Child, and later a member of the Apocalypse Squad that invaded Sov territory in the last days of the Apocalypse War, Judge Hershey is a typically efficient Judge. Stern and upright when dispensing The Law, she is nevertheless adaptable and humanitarian; the combination makes her a top-class law-enforcer. The revenge attack on her by Fink Angel nearly killed her, but she recovered completely and was back on the streets she still patrols.

	S	I	CS	DS	TS	SS	MS	PS
Judge Hershey	2	72	78	65	44	80	56	27



JUDGE SLEEVE

Just an ordinary Judge, on an ordinary day's patrol, Judge Sleever suddenly found life in Mega-City One too much for him. Watching a citizen in Speaker's Square decry the Judges as nothing but hi-tech jailers for an oppressive régime Sleever went berserk, and attacked the citizen before fleeing. As he drove through the streets he stopped to attack other citizens before finally captured after a showdown with Dredd. Sleever, like so many other 99 Reds before and after him, was taken into the care of the Psycho-units for minor laser surgery, and within a few days was back on the streets.

	S	I	CS	DS	TS	SS	MS	PS
Judge Sleever	3	45	38	37	29	48	23	22

LK114/7

This strange perp was, in fact, a rogue Lawmaster bike! After a stray shot damaged some of the circuits in the bike's computer brain it went on the rampage, delivering its own warped version of The Law to everyone it met — in the street, in a block plaza, even on a crowded Zoom — with its twin bike cannon, until it was finally destroyed. Rogue Lawmasters are thankfully rare, for they can be deadly opponents. (LK114/7's stats are as for a normal Lawmaster bike — see Chapter 7.)

THE DARK JUDGES

They came from another dimension, where life had been declared a crime punishable only by death, to the Mega-City in order to continue their grisly work. The first to arrive was Judge Death, but a year after he was imprisoned inside Psi-Judge Anderson's brain after she was encased in



Boing®, Death's partners — Fear, Fire & Mortis — arrived to rescue him before bringing terror to the city once more. Eventually all four were driven back to their own plane, followed and destroyed to Dredd and Anderson. In 2107, however, Anderson was unwittingly duped into reviving them, and they escaped from Deadworld to wreak havoc on the Mega-City once more before the Psi-Judge banished them (hopefully) for good.

All four Dark Judges had the power to transfer their spirits between bodies, inhabiting them for a time before moving on. Each Dark Judge also had his own unique powers:

Judge Death could reach into his victim's body and squeeze their heart until it stopped beating (requires normal Hand-to-Hand roll to hit).

Judge Fear simply opened his helmet and let his victim gaze into mind-mangling nothingness (only Judges get to make a Psi-Save or die of shock).

Judge Fire could throw his burning trident [range 15m, Effect Modifier +2] or use it to launch firebolts [range 10m, Effect Modifier +3]. If he was close enough, though, he would usually grasp them and burn them to death in his searing flames (Hand-to-Hand roll to hit).

Judge Mortis needed only to touch them with a bony finger and his victims would decay and crumble to dust in a split second (Hand-to-Hand roll to hit).

Different defences, too, work better against each Dark Judge. Fire, for example, can be repulsed (but not killed) by a good blast of water. Destroying the body of a Dark Judge will inconvenience him as he searches desperately for a new host, but as its fellows can accommodate a fellow spirit in a body with them this method does not prove too effective. All four Dark Judges can use their powers to control the minds of anyone they wish (acts as *Mind Control* Special Ability), as well as many other psionic powers.

	S	I	CS	DS	TS	SS	MS	PS
Dark Judge	4	75	95	50	75	30	50	99



Perps

THE ANGEL GANG

Meaner than mean, badder than bad, Pa Angel's Cursed Earth desperadoes have proved time and time again that the *real* bad guys don't just lie down and die. The Angels were the most vicious, sadistic and bloodthirsty family the 22nd Century had spawned. Reared in the radioactive heartlands outside Texas City (Mega-City Three as was), they eventually became embroiled in a number of Judge Dredd's investigations. The gang first kidnapped the Judge Child and fled across the galaxy to the Grunwalder's robot-inhabited planet of Xanadu, where Dredd caught caught up with and finally killed them.

All except the Fink, that is, who had left the gang years earlier. He heard of his family's demise and set about extracting his revenge against Larter, Hershey and Dredd (the three members of the Judge Child expedition) but ended up in jail. He was later allowed to escape by the influence of the Judge Child, who also brought Mean Machine back to life and back to earth, to extract more revenge from Dredd. This time Fink was killed and Mean Machine was captured, and is currently resident in the high-security wing of Texas City strongest Iso-Block.

Elmer 'Pa' Angel led the gang from the start (their 'Ma' had died on giving birth to Junior), and brought them up to be "the most vicious, orneriest, baddest family the world has

ever seen." He trained his boys, giving each of them their own style. Fink was a loner from the start who lived in a hole for most of his early life until he decided he'd had enough of the gang and left. Wandering in the radiation desert he learned many skills, especially about poisons, and picked up a new friend, Ratty, a vicious Cursed Earth rat, but the solitude and radiation warped his brain and he became subhuman. Link was just an animal, a surly brute who had to be chained to the post like a dog for most of the day to stop him attacking everything on sight. Junior was the eager one, a gun-toting enthusiast always desperate to show off to his Pa how mean he was. And Mean was the worst of all — close on seven feet tall, with a bionic arm and a dial in his head that changed his mood depending on how nasty he wanted to get: 1 was surly, 2 was mean, 3 was vicious, and 4 was downright brutal. These devices were added to him after his pa decided that he was a bit too soft, and they turned him into the meanest Angel of them all.

	S	I	CS	DS	TS	SS	MS	PS
Elmer 'Pa' Angel	3	76	85	25	42	70	20	10
Mean Machine	3	74	72	38	50	78	10	3
[Mean Machine on '4'	5	88	90	20	30	78	10	1]
Link Angel	3	65	80	15	12	60	8	5
Junior Angel	3	78	82	50	45	65	15	10
Fink Angel	3	92	90	5	65	85	40*	8

* poisons only. Treat Ratty as a Cursed Earth Rat.

Surrender Modifier: Will not surrender
Weapon [roll D6]: 1 Table 1, 2-6 Table 2
Equipment: 75% chance



UGGIE APELINO & THE APE GANG

In the late 21st Century, experiments (now forbidden) were carried out to increase the learning capabilities of apes. The more sophisticated the experiments got, the closer to human intelligence the apes got. Eventually they were Man's equals and were set free, allowed to live in their own Sector, which quickly became known as The Jungle. Mimicking their criminal neighbours they formed gangs, the most successful of which was that led by Don Uggie Apelino, with his henchmen Fast Eek and Joe Bananas. Together with sundry henchmen they set about fighting the might of the Mega-City mobsters and set up their own rackets, until Dredd and his team caught them red-handed with a consignment of illegally-imported tobacco. An attempt by Apelino to avoid The Law by claiming it was only for humans was foiled when Dredd imprisoned him and his gang in the Zoo!

	S	I	CS	DS	TS	SS	MS	PS
Uggie Apelino	2	40	65	34	10	80	2	12
Henchmen	as Apes (see Ch.7)							

Surrender Modifier: -50%

Weapon [roll D6]: 1 Table 1, 2-6 Table 2

Equipment: 25% chance

JEAN PAUL BATTY

Just one name in a long list of names of psychotic mass-murderers, Batty's particular moment of glory came one hot summer's night, when he attempted to set a new world record for the 'Most One-on-One Murders for One Night using a Disintegrator'. To keep count Batty cut off the left hands of his victims, leaving them in small neat bundles after every ten or so. By the time the Judges caught up with him he had deposited 129 hands in such a manner, but was disappointed to learn that he was 5 short of the previous record.

	S	I	CS	DS	TS	SS	MS	PS
Jean-Paul Batty	2	62	50	21	15	68	12	10

Surrender Modifier: -10%

Weapon: Disintegrator

Equipment: None

CHOPPER

After many attempts to become a famous name in Mega-City One, Chopper (real name Marlon Shakespeare) finally became one in 2107 as the winner of Supersurf 7, the illegal power board race, though it cost him 20 years in the Cubes.



His first claim to fame was through his infamous Scrawl War against The Phantom. Each night Chopper took to the streets in an attempt to place his name in a more prominent position than his opponent, yet each dawn he discovered that the mysterious scrawler had beaten him yet again. Eventually, in a showdown on the Statue of Justice, Chopper discovered that the Phantom was in fact a city painting droid which had got tired of scrubbing and whitewashing buildings. When the Judges caught them The Phantom went out scrawling, falling to his death while writing his name; Chopper got a stiff sentence in the Juve Cubes.

Once out, though, he was still restless for fame, and became an expert at the latest Mega-City sport, powerboarding (see later). After practising illegal low-level flying as 'The Midnight Surfer' for some time, he was invited to take part in Supersurf 7 against the best boarders in the world. His victory was seen by millions on prime-time vid, but it cost him his liberty. Chopper is typical of many Mega-City juves and punks: the search for fame or fortune caused him to flaunt The Law, which eventually brought him to justice.

	S	I	CS	DS	TS	SS	MS	PS
Chopper	2	88	30	55	48	95	7	14

Surrender Modifier: -20%
Weapon: None
Equipment: Power-board

BENJI DOONAN

One of the most baffling cases that the Justice Department have ever solved was that of the Invisible Man, Benji Doonan. He first came to their attention when the priceless 'E=MC²' by Frederik Bellini was stolen, quite impossibly, from the Mega-City Gallery, and a note asking for 10 million creds in return was received at Justice Central. In the days that followed the Invisible Man struck again and again, taking items worth a further 40m credits, before Judge Dredd used a slowed film camera to work out how the robberies were being done.

Doonan, in fact, was a cleaner at Inter-time Inc, a futuristic research corporation which had invented a device that warped time and slowed 1 second down to several hours, allowing the wearer to apparently move at phenomenal speed. He was given away to the Judges by the notorious spout Edwin Parsey (see below), who saw Doonan preparing for his next crime in the next block to his, and went and confessed to the crime before it had been reported! Judge Dredd was waiting for Doonan at his next venue, and managed to shoot him just as he entered the time field, causing him to die instantly after several hours of pain. Doonan's device was confiscated by the Justice Department, which has its own time research centre.

	S	I	CS	DS	TS	SS	MS	PS
Benji Doonan	2	25	30	15	38	42	5	11

Surrender Modifier: Will not surrender
Weapon: Spit pistol
Equipment: Time Slower

BARRY DREERY

Barrimore Dreery had a passionate love for game shows on the vid, and always wanted to host one. However, he was completely without the required charisma, and was sacked from the Association of Game Show Hosts for the odious crime of Boredom. After unexpectedly inheriting 34 billion credits from a dying relation Dreery decided to wreak his revenge on the Mega-City's top hosts, by building his own murderous game show set in his luxury mansion. Once the Judges became involved, however, the game was up and Dreery was caught and killed by his own deadly devices.

	S	I	CS	DS	TS	SS	MS	PS
Barry Dreery	1	28	17	5	75	34	10	4

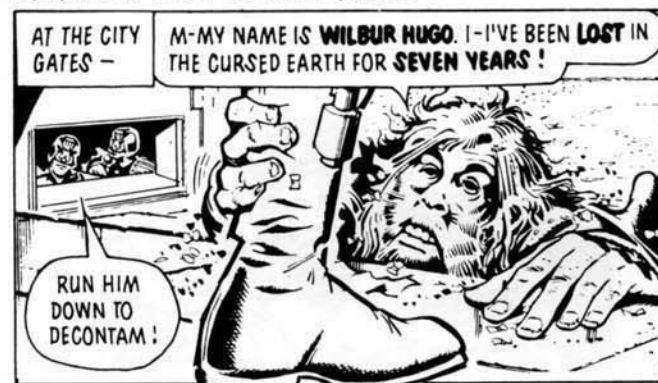
Surrender Modifier: Will not surrender
Weapon: None
Equipment: Death-trap

LARRY HOOVER

Just one of a long list of murderous Futsies on the Justice Department files, the case of Larry Hoover is typical of many in the overcrowded Mega-City. Larry just got so fed up of life in general that he grabbed a gun, killed his father and went on the rampage. Positioning himself above the Heinz Junction in Sector 19 Central, he began shooting at passing traffic, all the while keeping in vid-contact with a Tri-D vid-in which relayed the drama across the city. As the Judges closed in on him, other citizens rang in with their own comments, offering support and advice or criticisms, before he was finally shot down by Judge Dredd. The vid-in moved on to its next item, having lost interest in Larry Hoover.

	S	I	CS	DS	TS	SS	MS	PS
Larry Hoover	2	28	35	15	14	38	5	7

Surrender Modifier: Will not surrender
Weapon: Laser Pistol
Equipment: Micro-vid Radio-phone



WILBUR HUGO

Lost in the Cursed Earth for seven years after a tourist airbus crashed over the Ohio Craters, Hugo eventually returned to the Mega-City to a lukewarm reception. He quickly found that the Judges were even less pleased to see him. On the day he went out sightseeing he accidentally left the gas on, and a pan of synthi-oil overheated. The resulting fire killed 12,000 people. The Judges had but one course of action to take: Hugo was exiled in the Cursed Earth again, and commanded not to return for 10 years! [Not all Justice Department work involves stakeouts and blazing gun-battles!]

	S	I	CS	DS	TS	SS	MS	PS
Wilbur Hugo	2	12	10	23	8	21	12	5

Surrender Modifier: +50%
Weapon: None
Equipment: None

BIZMO KLUX

On Christmas Eve 2105, Bizmo Klux was returning habwards after some last minute shopping when he was tapped and dumped in a rad-pit. Klux was already a mass of bionic body parts resulting from serious injuries sustained in the Apocalypse War, and in the radioactive sludge he mutated into 'The Rad Beast'. The misshapen monster went on the rampage, looking for spare parts to rebuild his damaged body, ploughing his way through the crowded streets until it was cornered and killed.

	S	I	CS	DS	TS	SS	MS	PS
Bizmo Klux	2	15	8	30	10	23	6	3
Rad Beast	5	48	70	0	20	0	0	1

Surrender Modifier: Will not surrender
Weapon: None
Equipment: None

DOBEY KWEEN

It seems strange that a murderous Futise who massacred 57 people in cold blood could become Mega-City One's best-selling author, but - with his book 'Diary Of A Mad Citizen' - Dobey Kweeg did just that. Like so many of his kind Kweeg woke up one morning and simply decided that he'd had enough of the city; despite a prime job as a Munce Taster he felt life just wasn't exciting enough, and decided to do something about it.

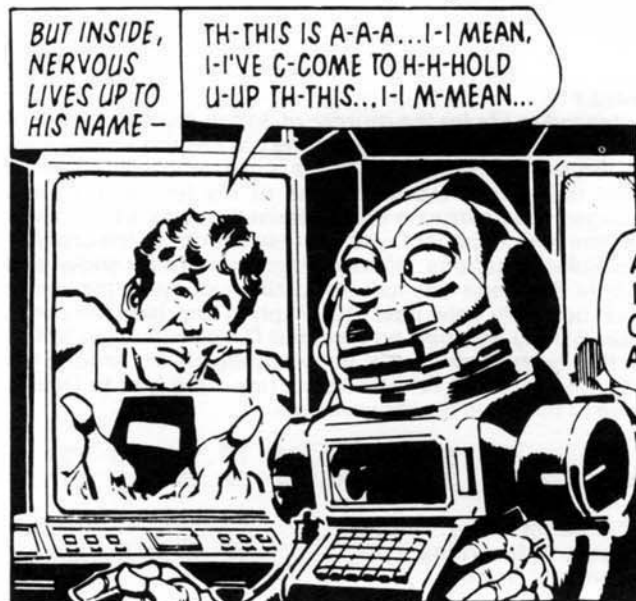
He broke into his block's Citi-Def armoury but was disturbed by a neighbour and had to kill him. Walking the streets someone jostled him so he shot them, and then killed Judge Slazenger after the latter tried to apprehend him. Kweeg then set fire to a petrol station, and shot the boss of the Munce works. Returning home after his day's work, however, Judge Dredd pushed him out of the way whilst trying to apprehend someone else, and Kweeg's mind finally flipped. In his diary early next morning he recorded, "Yesterday went well. I shot nearly everyone who got on my nerves...Only one person got on my nerves and got away with it - Judge Dredd." Kweeg went looking for Dredd, but his frustration caused him to kill the taxi-driver who was driving him around, and then three taxi company employees. He decided to draw Dredd to him, and bombed a bus, with horrific results. Dredd arrived and captured Kweeg after a gun-battle. Dobey Kweeg now resides in a Psycho-cube, from where he wrote best-selling book.

	S	I	CS	DS	TS	SS	MS	PS
Dobey Kweeg	2	45	52	12	30	66	10	2

Surrender Modifier: Will not surrender
Weapon: Spit Carbine
Equipment: Hand bombs

NERVOUS NUGENT

Norman 'Nervous' Nugent is a minor perp, well known at the Justice Department for his inability to actually commit a crime most of the time. He earned his nickname through numerous attempts at bank heisting and tapping. Every time he tried to stick someone up he got so nervous and



embarrassed he eventually found himself opening a new bank account or taking his 'victim' for a drink! On the rare occasions that he has managed to pull off a crime, it has always been where people have been so scared of his brandished gun that they have handed over the money, no questions asked.

	S	I	CS	DS	TS	SS	MS	PS
Nervous Nugent	2	20	18	10	8	35	2	7

Surrender Modifier: +20%
Weapon [roll D6]: 1-4 None, 5-6 Table 2
Equipment: None



CHESTER PIRANHA

Chester is a very sad case, a law-abiding citizen with just one small problem: he has uncontrollable urges to bite people! Despite his best intentions, he just feels like he has to sink his teeth into a human being, for no good reason. As a result Piranha spent twelve terms in the Iso-Cubes before he unfortunately picked upon Judge Dredd to bite. Dredd hits on solution to his problem and bought him a dog muzzle from a pet shop, which Piranha is now forced to wear whenever he is in public.

	S	I	CS	DS	TS	SS	MS	PS
Chester Piranha	2	22	19	12	15	34	2	9

Surrender Modifier: +20%
Weapon: None (Bite at -1 Effect)
Equipment: None



AL RAYYEN

Al was once Mega-City One's top ventriloquist act, with his rare appearances on the vid receiving top ratings. He baffled everyone with his trick of talking without even opening his lips, never mind moving them! However, his secret was betrayed one day by an anonymous call to the Justice Department. It was revealed that Rayyen was actually a mutant who had entered the Mega-City illegally, with a second face growing out of his chest which used to talk as his dummy. The second face had turned him in while he slept, as it was fed up of being hidden beneath his shirt all the time. Rayyen, like all Muties, was sent back to the Cursed Earth, where no one wants to see his ventriloquist act any more.

	S	I	CS	DS	TS	SS	MS	PS
Al Rayyen	2	20	15	7	12	19	3	11

Surrender Modifier: None

Weapon: None

Equipment: None

Mutant, with second face growing out of chest.

BIG LARD RINGNER

The world's first 'One Tonne Man', Big Lard Ringner was officially declared Mega-City Fats at the 2106 Fatty Of The Year show after weighing in at a colossal 1213 kilos, and scoring a record 22 on the Bounceometer when his front bellwheel was removed. Minutes later, however, disaster struck as he fell off the shoulders of his fellow Fatties, and rolled down a hill, crushing several citizens and injuring many more before a wall broke his fall. He was sentenced to two years in the cubes, where he is now a shadow of his former self after more than a year of prison food.

	S	I	CS	DS	TS	SS	MS	PS
Big Lard Ringner	2	8	12	6	14	22	1	8

Surrender Modifier: +25%

Weapon: None

Equipment: None



SKINNER & SLOPER

One of the lowest forms of crime around is the selling of old comics to young juves. After one or two the juves become hooked, and then the price goes up until the kids have to use desperate measures to get the money to continue their habit. One of the biggest comics rings in Mega-City One was run by Skinner & Sloper through their seemingly innocuous import warehouse, out through a network of smaller dealers and pushers in eateries and on the streets. The syndicate was large and intricate, and it took a nark's

chance report to finally close the lid on the whole ring. Skinner & Sloper were each sentenced to 30 years for their crimes.

	S	I	CS	DS	TS	SS	MS	PS
Skinner	2	40	38	25	34	75	10	6
Sloper	3	36	45	22	30	72	8	6

Surrender Modifier: -25%

Weapon: Spit pistols

Equipment: None



BLANCHE TATUM

As 'The Vigilante' Blanche Tatum brought fear to Mega-City One's top criminals as she systematically killed them in revenge for the death of her husband, who had killed himself after being squeezed dry by a loan shark. Dressed in a black body-suit with an executioner's hood The Vigilante struck silently and efficiently, leaving nothing but a small card saying 'Justice Is Done'. The Judges finally worked out who she was, and discovered she was an ex-Rookie Judge, expelled after an 'unauthorised liaison' with the man who became her husband. She was eventually cornered after finishing off the last racketeer on her list, and walked into the Judges' bullets. Her actions inspired a rash of copy-cat killings across the city, and even today she is remembered by many as a martyr rather than a criminal who took The Law into her own hands.

	S	I	CS	DS	TS	SS	MS	PS
Blanche Tatum	3	65	54	13	39	68	12	18

Surrender Modifier: Will not surrender

Weapon: Spit pistol

Equipment: None

WHITEY

Sentenced to life for the murder of Judge Alvin while holed up with his gang in the ruins of the old Empire State Building, Whitey was sentenced to life imprisonment on Devil's Island (see later). However, one of his fellow prisoners managed to construct a computerised device which could interfere with Weather Control's instructions to the orbiting Atmosphere Stations. Whitey programmed it for snow, and brought the Mega-City to a standstill — stopping the trucks which normally sped past at 300 kph to imprison the perps there. Whitey escaped on foot, but Dredd managed to follow him on his Lawmaster by wrapping chains around his tyres, and arrested Whitey again, returning him to Devil's Island to continue his life sentence.

	S	I	CS	DS	TS	SS	MS	PS
Whitey	3	65	70	34	32	65	15	11

Surrender Modifier: -40%

Weapon: Spit carbine

Equipment: None

Other Characters

Not everyone in Mega-City One is a perp. There are also sponts, perps, servo-droids, and your average lovable loonies like Otto Sump. Of course, there is every chance that they may get involved in a crime, but they are rarely their perpetrators.

MAX NORMAL

Max used to be Judge Dredd's prime nark, a top-class informant who helped solve many important cases, including the origins of the Block Mania epidemic. After the Apocalypse War, though, Max simply couldn't come to terms with the devastation of the city he loved, and it warped his mind. Max still lives in Ricardo Montalban block where he always has, but it is now little more than a ruined shell, and his robo-servant Lionel and pet dog Alphonse are dead. In his prime Max was Mega-City shuggy champion, the only man to play three Booglarisers in a row while balanced upon his head, and a style leader with his 'Pinstripe Freak' look, but he now spends his days wandering through the ruins of his past.

	S	I	CS	DS	TS	SS	MS	PS
Max Normal	2	35	15	18	20	92	8	7



EDWIN PARSEY

Also known as Edwin the Confessor, Parsey is the Justice Department's biggest headache, for he is the Mega-City's worst spont. Try as he might, Edwin could not help feeling guilty, but no one would ever arrest him. However, he had the good fortune to spot Benji Doonan (see above) preparing for his next robbery from the window of his block, Carlos Santana, and his evidence led to the solving of the case. As a reward the Judges gave him two years in the cubes! He is now a leading member of Sponts Anonymous though isn't cured by any means.

	S	I	CS	DS	TS	SS	MS	PS
Edwin Parsey	1	14	8	10	6	35	6	2

OTTO SUMP

Otto is a well-known figure around Mega-City One, famous for several bizarre things. He first came to public prominence after his appearance on the vid show 'Sob Story', where people present their problems and appeal for money from vidders. He became the most successful contestant ever after revealing details of his early life. He was apparently abandoned by his mother on the steps of the Face Change Clinic as he was so ugly, but after eight face changes the doctors realised he was just deep-down ugly! He managed to get a job as a rat-scarer in the sewers — he'd just crawl down and ... look at them. An animal welfare group complained, however, and he lost his job for cruelty to the rats.



His appearance on 'Sob Story' was actually engineered by the Judges to capture some crooks who had been killing off successful winners. Otto, though, also earned enough money to set up a chain of beauty clinics. In his unskilled hands people turned into freaks, until his last victim — fashion queen Tabitha Sparks — made ugliness the hippest thing in Mega-City One. Soon people flocked to have their teeth broken and their hair destroyed, and Otto Sump's Ugly Clinic was the hottest thing in town. Others were jealous, though, and hired blitzers to close Sump down; they failed, but the Justice Department decided ugly was a threat to health, and imposed a punitive tax of 1000 creds on every Ugly product. Otto took his services up market, and kept just one clinic open as Otto Le Sump's, High-Class Uglifier.

Otto's most recent success was Gunge®, a range of tasty foodstuffs made from appalling materials — slugs, worms, locusts, snakes, and so on. Outraged citizens, led by Mrs Marjory Blackshack, quickly marched to demonstrate against such 'disgusting muck' and the Justice Dept was forced to act again. Otto's range was bought up by the Justice Department, and re-marketed under a plain 'Approved by the Chief Judge' label as health food — and was an immediate success. At present Otto's business activities are confined to Le Sump's, but rumours are flying of his new business venture, due to hit the streets very soon.

	S	I	CS	DS	TS	SS	MS	PS
Otto Sump	1	5	3	2	4	7	1	9

WALTER

The most famous robot in Mega-City One, and the only one ever to be granted his freedom, Walter the Wobot is Judge Dredd's personal servo-droid. Despite an irritating speech defect in his voke box, and a habit for being a pain in the neck, Walter has earned even the stern lawman's grudging respect for his invaluable help in resolving many of the city's most dramatic crises. Walter is a typical servo-droid model, able to deliver up steaming cups of synthi-Synthi-caff, dishes of tweacle — sorry, *treacle* — pudding, and other tasty snacks. (Treat Walter as a standard General Purpose Servo-Droid unit, equipped with above-average intelligence — but only just above average!)



Groups

Some of the following are perfectly innocuous, well-meaning organisations devoted to helping the citizens; most of the rest are extremely criminal and highly dangerous!

APOCALYPSE WAR CLUBS

The war finished almost four years ago, but people still gather every year to mourn the dead — or in some cases celebrate the act of war — on Apocalypse Day. Ostensibly composed of veterans and survivors of the war, many of the associations are little more than excuses for anti-Sov warmongering by violent citizens. Such groups include the Rad-Fellows Society, the Victims of the Apocalypse, the Pro-Nuke Alliance, and worst of all the hyper-militant Daughters of the Apocalypse.

C.C.C.C.

The Citizen's Committee for Compassion to Criminals was founded by Cllr Frank Petty and Mrs Marjorie Blackhack to protest about the treatment received by criminals at the hands of the Judges. However, the perps themselves proved their true mettle when a gang of heisters dressed in exo-skeletons took the two campaigners hostage while robbing a bank. After a dramatic rescue by the Judges the two of them quickly changed their tune, and have apparently now formed the CCCJ — The Citizen's Committee for Consideration for Judges!!

F.A.F.

The Fat Abolition Front is a quasi-political terrorist organisation devoted solely to the eradication of all Fatties from the city. Their assassins have struck at several Inter-city Eating Contests, and even at Fatty Of The Year heats, killing as many fat people as they can. The FAF believe the Flabbies are taking more than their rightful share of food from the city's depleted resources; by killing each fat person they have calculated that they can double the rations of four normal-sized people. The organisation is very clandestine, and is well-practised at hiding away from the Judges. The Justice Department has never managed to infiltrate the FAF, and it remains a constant threat to security at all Fattie events.

FREEPLUMBERS

The Ancient Order of Freeplumbers is a very old, mysterious and quite definitely illegal secret society dating back to Middle Ages Europe and beyond. Members are gathered from various professions — only those with jobs may join — to celebrate strange rituals and perfect their secret handshakes. One Freeplumber is expected to help another if he gives him the secret handshake, but this can sometimes work against them. Judges are taught to return any handshake with a Freeplumber twist, and then immediately arrest the person who responds to it! Being a Freeplumber will earn a citizen 5 years in the cubes.

GILA-MUNJA

Their name means 'Tribe of Assassins' in their strange clicking-pgrunting language. The Gila-Munja are a race of mutants who have developed into savage professional killers, typically hired by racketeers to kill a dangerous opponent. Short and hairy, they look more like twisted apes than humans, yet behind their ugly faces they have cunning minds and murderous intentions. They have chameleon-like skins which can change colour in an instant to match their surroundings, and they can run, climb and jump very proficiently. In place of hands they have a pair of deadly pincer-like claws which can cut through metal or stone, and are tipped with a Deadly Poison (see Chapter 7). The poison on a Gila-Munja's claws stays potent even when it dies — and a dead Gila-Munja can kill you just as easily as a live one!

Surrender Modifier: Will not surrender
Weapon: Claws (+3 Effect, Deadly Poison)
Equipment: None

HUNTERS CLUB

The Hunters Club is a clandestine organisation which sets up hunts — set piece assassinations of ordinary citizens — for the enjoyment of its members. Like many illegal organisations it covers its tracks extremely well, changing its headquarters every three weeks, using the back rooms of bars, ruined blocks or empty apartments for its meetings. Members are only allowed to join upon the recommendation of current members.

A Hunters Club killing works thus: all the members draw a disc from the ceremonial skull, with one of them indicating a Kill for someone. A name is chosen at random from the Citizen's Vid Directory, and the hunt is on. The hunter has to call his victim on the vid-phone and warn them that they have been chosen, before hunting them down and killing them. The whole hunt is captured on vid by mini-cameras hidden on the hunter, so the rest of the club can enjoy the thrill of the chase too. Hunters Club victims turn up once every few weeks in Mega-City One, the only clue to their motiveless murder a message on their phone...



THE LEAGUE OF FATTIES

After the Apocalypse War food was very scarce in Mega-City One. The excessively fat citizens — the Flabbies — therefore decided to band together in a vain attempt to gain extra rations by demonstrations, and more criminal means. Lead by their Chairfatty Dick Porker they tried to raid food convoys and ration centres, but were counterattacked by the FAF (see above). After a large spate of arrests the LoF has now calmed down, and restricts its activities to the organising of Fatty activities and the running of the segregation blocks.

THE LOONIES

The Loonies are a strange cult of moon-worshippers who gather every 28 days to celebrate the full moon with bizarre rites and crazed dancing. They are generally considered to be harmless cranks, but they turned very nasty when the Moonray Tower began showing adverts on the face of the moon. The Loonies dressed in their best robes, marched on the tower, and tried to take control of it. They were arrested by the Judges before any serious harm could be done. Most of the leaders of the cult now have to be content with watching the moon through the windows of their Iso-Cubes.

RACKETEERS

Organised crime is Mega-City One's biggest headache, with hundreds of perp gangs running all kinds of illegal rackets — stolen goods, drugs, weapons, body sharking, numbers rackets, and so on. The smaller gangs are forever being busted by the Judges, but the men behind the largest mobs are so clever at covering their tracks they are rarely ever touched. The Judges are usually forced to get them on minor offences — parking fines, health regs, etc — to remove them from the scene for a few years at a time.

	S	I	CS	DS	TS	SS	MS	PS
Gila-Munja	4	78	90	0	15	32	0	5



The mobs employ hundreds of henchmen to do their dirty work for them, but will occasionally call in specialists for tough jobs — blitzers or even the dreaded Gila-Munja! All the top mobsters are also served by a large retinue of devious lawyers, and accountants who are extremely adept at keeping their bosses out of the Cubes. Racketeers are especially frustrating to the Judges, as they know too drokking well that the creeps are guilty — they just can't prove it. The Justice Department goes to elaborate lengths to try and trick the perps into revealing themselves, though they rarely ever do.

Many of Mega-City One's worst mobsters were killed or imprisoned after the terrible Mob War against the Mophioso, alien gangsters who tried to muscle in on the Mega-Rackets, with fatal results. Mob bosses like Remmington Ratner, Hermie Ganz and Slik Ike Colorado all went to that great sanctuary in the sky, but there were always other racketeers to step into their shoes to continue the rackets.

SPONTS ANONYMOUS

This organisation was formed in 2105 after a wave of spont hysteria inundated the Justice Department with hundreds of citizens, all desperately confessing to crimes they didn't do. The SA looks after the rehabilitation of people like Edwin Parsey, trying to make them useful members of society and to stop them feeling so guilty all the time!

PLACES OF INTEREST

Detailed below are some of the famous, and less famous, buildings and areas of Mega-City One. Please feel free to add more detail to the buildings — floorplans or profiles, for example — if you wish to use them in your game, or to disregard them completely, as you wish.

ACADEMY OF LAW

Situated close to Justice Central and the New New Hall of Justice, the Academy is where all Justice Department personnel receive their extensive training. It is staffed by retired and invalidated Judges, the Judge-Tutors, who pass on all the knowledge they learnt during their own distinguished careers on the streets to the new Cadets and Rookies. Tours of the Academy are run regularly for the benefit of curious citizens.

AFTERMATH SQUARE

This cool plaza in the centre of the city is a memorial to all those who died fighting the evil tyrant Cal, with a large statue of Fergee in the centre. Fergee, a renegade from the Undercity, fell to his death from the top of the Statue of Judgement (see later) as he fought with the insane Chief Judge, just as Cal was about to press the button to exterminate the Mega-City's entire population. Fergee's statue is perpetually surrounded by swarms of flies, his friends in life and his guardians in death.

ALIEN ZOO

Opened in the middle of the last century, the Alien Zoo has been a crowd-puller ever since, due mostly to its policy of continually changing its star exhibits. Creatures from all over the galaxy are to be found there, put on show for the amusement and delight of the citizens. Current exhibits in the Alien Zoo include the following: Antarean Tentatee, Swimming Birds from Proxima Centauri, the Rigelian Gorf, the Grunjj, a multi-bodied intelligence from Sandoz-B which likes to be known as The Professors, a Whyrlygyg from Logos, and the old favourite, the Duck-billed Yabba-Dabba.

ANDY WARHOL BLOCK

This city-block houses Mega-City One's artists' quarter. Each level is made up of studios, workshops, galleries, sleazy clubs and tasteful relaxation areas where the artists can go to find inspiration for their work. Among the artists living here is Frederik Bellini, who owns the top-floor penthouse level.

BLIGHT CLUBS

The Puglies — vicious punks who all have their faces uglified by Otto Sump's clinic — are usually banned from most normal establishments in the city for their excessively violent behaviour towards normal citizens. Instead, they go to the Blight Clubs, typically tatty vandalised basements in the bottom of ruined city-blocks among the ruined sectors, where they can stomp the night away to the music of groups like Pug Ugly and the Bugglys.

DREDD TOURS THE "BLIGHT CLUBS" WHERE THE TRENDY UGLIES HANG OUT —



CITY HALL

The equivalent of the Judges' Justice Central complex, City Hall houses the civic administration of Mega-City One. Its inhabitants include the Mayor (currently Dave the Orang-Utan), and Barney, the city's civic computer who handles taxes, traffic, library data, cash transactions and other matters. The plaza outside City Hall is nicknamed Riot Square, as it is the target of violent demonstrations by the citizens every other day.

DEVIL'S ISLAND

One of the toughest prisons in Mega-City One is Devil's Island, a large flat traffic island around which remote-control juggers cruise at speeds of up to 300kph. The trucks run continuously, and cut off the island prison from the outside world more effectively than any guards. The only escape ever to be made from Devil's Island was when Whitey (see above) caused it to snow and stopped the traffic.

THE FLEAPIT

Sector 500 was nicknamed The Fleapit after the Rad-Flea plague swept across the city. The impossibly tough mutant insects developed in Sector 500, which had become a dangerous Rad-pit after receiving a direct hit in the Apocalypse War, and threatened to engulf the whole city before a cure was found. A second nuclear explosion in the devastated Sector finished off the fleas for good, but increased the radioactivity in the sector to an all-time high.

FOUNTAIN OF YOOOTH

Erected by the Yootha Joyce Memorial Trust, the fountains are one of the prettiest sights in Mega-City One. Ten sheets of water spray down from an ornate roof, one after the other, in a delicate cascade. All around the Fountains there is an open plaza where citizens can sit or stroll, and reflect upon just who the legendary Yootha might have been...

JEAN GENET PLAZA

The hippest place in Mega-City One, Jean Genet is where all the most fashionable juves gather of an afternoon to strut and pose in their latest decorated kneepads. It is also a hotbed for rumbles and gang-fights as various juves and punks attack their more fashionable rivals.

THE JUNGLE

The biggest slum in Mega-City One is The Jungle, so named after large numbers of sentient apes were settled there after being given their freedom. The Jungle is a smelly, run-down area that looks like a bomb has hit it, though none ever have. Its crumbling blocks are inhabited by the apes, who appear to have returned to their natural behaviour, and run wild and swing from girder to girder at high speed just like normal apes. Occasionally juve and punk gangs use The Jungle as the venue for a rumble, knowing that Judge patrols are few and far between in the derelict slums.

THE MAZE

The F Lloyd Mazny housing complex was all set to be the architectural showpiece development of Mega-City One. A complicated warren of blocks, plazas, eeziglides and roadways, it was opened to universal acclaim and the first residents were installed; soon two million of the Mega-City's neediest homeless people were housed in it. Within three weeks, though, every sign in the place had been vandalised and residents wandered around it for days, weeks even, trying to find the way out. The Maze, as it became known, was a disaster. 150 people starved to death before the Maze was officially shut down for good. F Lloyd Mazny wisely emigrated to Mega-City Two before he was lynched. The Maze is now home to derelicts, vagrants and illegal aliens and mutants.

MOONRAY TOWER

Run by Moonray Displays Inc. the Moonray Tower houses futuristic 'lunar lasers' which can project adverts on the face of the moon, beamed directly from the tower. Two nights a week, between 21:00 and midnight large companies have their slogans projected into the sky where they can be seen by 400 million people, at a cost of around 1.2 million credits a second. The tower was subject to the attacks of the fringe religious sect, the Loonies, when it first opened, for the kooks thought that the company was defiling their beloved moon. The Loonies were arrested, however, and the Moonray Tower continues to project its displays every week.

MOSGROVE & THUNG

Established in 2105, Mosgrove & Thung is Mega-City One's prime high-class department store. Famous for its classic slogan, 'If we don't have it then you probably don't need it!', the store boasts proudly that someone can buy just about anything (anything legal, that is) from them, provided they are prepared to wait a short while and pay their extortionate prices.



NECROPOLIS

For a hefty fee to the city's coffers, recently bereaved families can save their loved ones from the indignities of Resyk (see below). For a further hefty fee their bodies can be lovingly preserved in the Mega-City Necropolis. Here all the cadavers are chemically reserved in ornate vaults to keep them looking their best for centuries after their death — or until the payments dry up.

NELSON ROCKEFELLER ORBITAL SUBURB

Floating high above the Mega-City, Nelson Rockefeller provided a home for the idle rich who didn't want to mix with the riff-raff. However, a city ordinance recently declared that all new housing developments had to have a percentage of its space handed over to the city, to house slummies made homeless in the war. As a result, Nelson Rockefeller was vandalised out of existence, and most of its wealthy inhabitants moved back to the Mega-City in disgust!

NEW NEW GRAND HALL OF JUSTICE

At the heart of Justice Central is the Grand Hall of Justice, a vast imposing building and the real heart of Mega-City One. Usually known as the New New Hall, since it has been rebuilt twice in recent years, it is home to Chief Judge McGruder, MAC, Genetic Control and other departments. The city's top Judges, including Judge Dredd, are usually based here too, close to the heart of their city. The building also houses the Hall of Heroes, where dead Judges are remembered, and the Black Museum, where their enemies are.

PALAIS DE BOING®

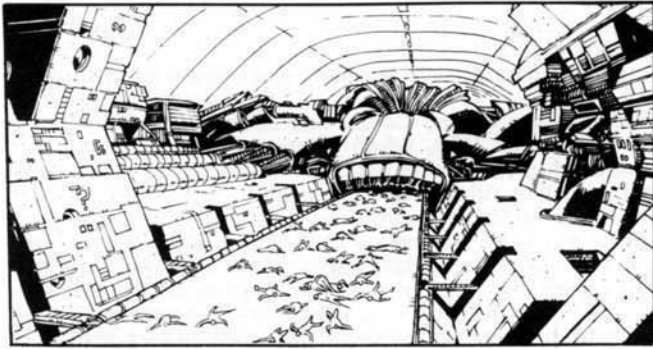
Boing®, the miracle spray, is only approved for use in the Palais de Boing, after a series of fatal accidents on the streets. Inside the building there is a vast network of tubes and chabers, along which a Boinger can propel himself, bounce off other Boingers and generally have fun. Next door to the Palais is the giant Pin-Boing® stadium, where Boingers compete in a giant-sized pinball game to become Pin-Boing Wizards.

POWER TOWER

After nuclear power was declared unsafe in the backlash after the Atomic Wars, Mega-City scientists bored deep below the surface of the earth and began tapping the molten core for energy. The Power Tower stands on top of the controlled volcano they produced, and converts its latent heat into more usable forms of energy for public consumption. It is perfectly safe, though in recent years it has been the target for terrorists.

RESYK

In energy conscious Mega-City One nothing is ever wasted. Garbage Grinders in every home reprocess rubbish to be made into polypropylop and other materials. Even dead bodies are recycled, broken down into their constituent parts in Resyk. From small terminals dotted throughout the



city fresh corpses travel down conveyor belts or in ambulances to the giant Resyk building. Here the bodies are processed into 107 useful commodities; as Resyk's slogan says, 'We use everything but the soul!'

SMOKATORIUM

Tobacco smoking is strictly forbidden on the streets of Mega-City One for health reasons, and is in fact only permitted inside the Smokatorium. Inside the building the air is treated before being released back into the atmosphere again. Each smoker has to wear a special helmet, so they only inhale the smoke from their own particular cigarette, cigar or pipe.



SPEAKER'S SQUARE

If a citizen stood in the middle of an ordinary plaza and harangued the crowd with complaints about the Judges, politics or social conditions he or she would be running a very high risk of being arrested for rabble rousing. However, in Speaker's Square a civo can rant and rave about whatever they like without fear of recrimination. Anyone who objects to what they are saying must wait until his turn comes around, and then speak against them. Anyone becoming violent or argumentative is likely to be immediately arrested.

STATUE OF JUDGEMENT

Erected in 2099 by the people of Mega-City One in honour of the Judges, the Statue of Judgement stands over 150 levels high, dwarfing the ancient Statue of Liberty which stands across Judgement Day Parade from it. Looking down over the relatively low-level Old City (Sector 44) the view from the top is quite breathtaking, and many thousands of citizens visit it each year to look out over their city.

WEATHER CONGRESS

The weather in Mega-City One can be voted for on a daily basis by the citizens. Each day they can press a button on their vid and their votes are registered at Weather Congress. The final result is beamed up to Atmosphere Control craft hovering above the city, and the day's weather is implemented. Most days the citizens vote for sunshine with a light breeze, though the Judges often ask for rain at night to clean the streets. Since Atmosphere Control can change the weather at a moment's notice on a Sector-by-Sector basis, the Judges sometimes use rain or snow to dampen the spirits of rioters and the like.

PRODUCTS

The standard unit of currency in common use in Mega-City One is the *Credit*. Though most citizens would like to have more than their job or welfare provides, many seem to delight in spending their creds as soon as they get them. Here are some typical targets for a citizen's spending spree.

Food & Drink

Most of the food eaten in Mega-City One is synthetic and proud of it! Many food companies deliberately incorporate the word 'Synthi' into the name of their product, to demonstrate that it is real synth, and not some cheap synthetic synth. Much of the Mega-City's food market is dominated by a small number of giant corporations, each basing their particular products around variations of a single foodstuff.

Munce: Amalgamated Munce Inc. was formed almost a century ago by the legendary Michael Munce, as purveyors of Munce, a root-like vegetable which grows in the Cursed Earth, where it is now farmed. In its raw state Munce is smelly and sticky, but it can be shaped and retextured into almost anything. Munceburgers are pure Munce through and through, but taste just as good as, if not better than, real synthi-meat. Munce Gum is a high class, rather icky-tasting prestige chewing gum, so expensive most citizens can only ever dream of chewing some before they die. Swiss Munce Cheese — 'With the holes that made it famous!' — is a mix of Munce, flavouring and pure plasti-curd. Munska is the city's favourite tippie, a vaguely fruity, vaguely refreshing, vaguely alcoholic, vaguely fizzy sort of drink.

Others: Synthi-flakes start the day for 93.7% of the Mega-City's population; as the city's top cereal producers, Sunshine Synthifoods proudly boast that it is 'fortified with extra synth!' Main meals tend to revolve around a Munce derivative, or one of its competitors, such as Mockburgers, Okeydogs, Synthi-links sausages, or Ratburgers, all washed down with a splash of Good Luck Beer or a cool Soy-Cola.

Proscribed Products

Despite the sterling efforts of the Judges, many citizens still use proscribed drugs and other banned items. Most of these are supplied by the mobs, who rake in fortunes by gradually increasing the prices to addicts.

Adifax: Derived from a gland found only in small alien creatures called Stookies, Adifax prevents aging in humans. It is very, very expensive, but its users need to keep boosting with the drug or they revert to their natural age — which could be fatal.



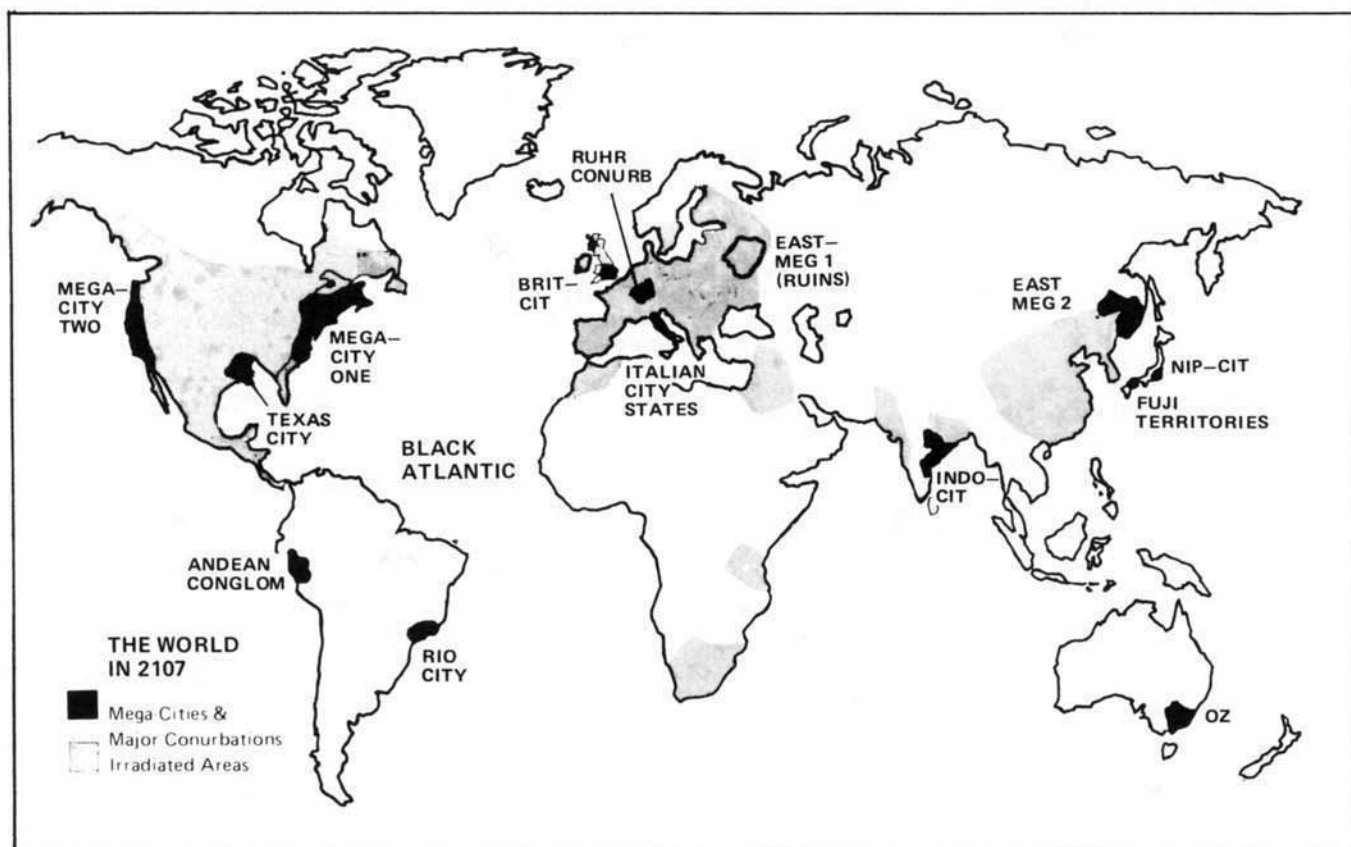
Caffeine/Synthi-Caf: Caffeine was banned many decades ago after its addictive qualities were fully realised. Its replacement, Synthi-caf, was used extensively in its place, but that, too, is now banned for addictive reasons. The current replacement, synthi-Synthi-caf, does not appear to be addictive — yet.

Comics: One of the evillest crimes in Mega-City One is the supplying of old comic slugs to impressionable juves. The kids quickly become addicted and the unscrupulous dealers up the price. The favourite vintage for most comic addicts is the late 20th Century, and in particular a choice item known as '2000 AD'.

Sugar: Popularly known as White Stuff, sugar has been on the proscribed list for half a century, ever since its harmful properties were first discovered by scientists. Possession of sugar is the commonest drug offence in Mega-City One, as far too many people can't rid themselves of a craving for the stuff.

Tobacco: Possession of tobacco and related products and equipment is not technically illegal, but its use anywhere except the Smokatorium is! Illegal tobacco dens and smoking clubs hide out in the basements of slum blocks, often going hand in hand with gambling and heavier drug abuse.

Umpty Candy: Umpty Candy has been banned in Mega-City One since 2103, when it was discovered that the dominant brand – Uncle Ump's – was so sweet it was the most addictive substance ever created! Thousands of citizens were suffering withdrawal symptoms from the sweets; even the laboratory equipment which tested the stuff lied about it being harmful to get another piece to sample! Despite the threat of heavy rioting the Justice Department declared the stuff illegal, and announced that Uncle Ump had died, taking his secret with him. In fact, the poor old man had only been blasted into orbit in a spaceship. After the Apocalypse War the Jong Gang brought him back to Earth to make the stuff for them, but their illegal Umpty-bagging racket was broken and the secret recipe remains a mystery.



Appliances

In the 22nd Century there are a great many labour-saving devices designed to make life easier. However, since few people work for living only the very rich (those with full-time jobs) can usually afford them. Every home will have a Tr-D player, and a vid-phone, but very few will be equipped with more futuristic devices like Servoramas — complete food preparation devices, hot-air beds, Relaxatron baths or vibro-pools. The one luxury some citizens do manage to save enough to buy, though is a domestic servo-droid unit. There are a great many different models to choose from, but the most popular are those made by the Cybo-Comp Corporation ('In a word — Servility!'). For further details of all robot types see *Chapter 7*.)

Fashions

With no prospect of ever finding a job, many young citizens spend their creative energies on finding new fashions to strut in. Many different fashion crazes have swept Mega-City One in recent years, but the Kneepad style appears to be outliving them all.

Kneepads: Thanks to the creative efforts of companies like the Universal Kneepad Co, and high fashion stores like Kneepad Craze, Forbidden Knee and Top Knee, the single-leg kneepad has become an accepted fashion style for all ages and types. Young spugs decorate theirs with digital components and glittered mock-velvet, older citizens stick to more sedate blues and greens in synthi-nylon, but everyone wears kneepads.

THE UGLY CRAZE HAD BEGUN MANY MONTHS BEFORE. TO STAND OUT FROM THE CROWD, FASHIONABLE MEGA-CITIZENS HAD TURNED TO OUTRAGEOUS UGLINESS!



Ugly: According to some vid-pundits, the Ugly craze had its roots in the Blob look, where the fashion was for a featureless, hairless head and a one-piece plain white suit, enabling one blob to look exactly like any other. This is unlikely, as Otto Sump's initial uglifications were quite definitely clumsy accidents. Once the craze was picked up by MC-1's fashion doyens, though, there was no stopping it until the Justice Department put a 1000c tax on all Ugly products, immediately boosting them to high-fashion status. Some of Otto's exclusive products include Wart-On boil inducer, Scum roll-on odorant, Fuzz instant body hair, and Flabbon, the instant body fattener which has become the staple diet of all prize-winning Fatties.

Fashion Flowers: A short-lived, and rather dangerous fashion craze revolved around the use Fashion Flowers. People grew flowers on their bodies for decoration, using a miracle substance called Body Bio and some specially developed seeds which were literally planted under the skin. The flowers needed constant pruning if the wearer wasn't to turn into an overgrown bush, and greenfly were a constant health hazard, and so the craze quickly died out.

Crock Culture

Just as there are fashions, crazes, nightclubs and shops for juves, punks and the young trendies of Mega-City One, so there are places which cater for crocks and OACs. Inside the self-contained units known as Crockblocks, the OACs have

everything they could ever need, served by shop chains like Memory Lane, 100-Plus and Golden Oldies, selling everything from wrinkle cream to customised wheelchairs, together with crock-clubs where the elds can doddle away the night to their favourite tunes from yesteryear.

Publications

Despite the apparent dominance of the vid over the Mega-City media, newspapers and books still maintain a healthy share of the market, as they have adapted to the new technology by transferring to vid. When a citizen picks up the morning paper (be it the Morning Newsfax, Mega-Times, Daily News or Mega-City Standard) he buys a small vid-slug and loads it into his Tri-D or Micro-vid to read. There are some synthi-paper editions, but the majority of copies are on vid. Similarly, the weekly glossies — Homes & Slabs, the Tri-D Times, and so on — also come in vid form as well as print.

There are smaller publications, though, which can't afford to go out on vid. Most of the larger blocks have their own block paper, detailing all the interesting aspects of block life (they are typically brief publications). There is also a wide range of proscribed illegal publications designed to stir up trouble against other blocks, eldsters, juves, muties, norms, fatties, and so on. Magazines like New Mutation (anti-norm) and Wrinkle Tinkle (OACs' anti-juve zine) are produced illicitly and distributed secretly to interested parties. Possession of such items is an offence.

MISCELLANEOUS

Mega-City One is a weird and occasionally dangerous place to live, but the citizens always seem to find something to keep them occupied...

BATTING

Most evenings the skies are dotted with citizens batting, soaring and gliding on the thermals above the city-blocks with plasteen wings outstretched. Batting isn't illegal as such, though it must be done away from hover lanes and roadways, and can be very definitely illegal if used to gain access to a building for burglary!

BITE FIGHTS

Despite the city's stringent anti-gambling laws, there are always mobsters and individual entrepreneurs willing to take the risks and run illicit Bite Fights. In a ring similar to that used for Robot Wrestling, two strong men with their teeth sharpened into points grapple with each other for points or an eventual victory, while unscrupulous members of the crowd gamble on the outcome. Bite Fights typically take place in the ruined sectors, well away from Judge interference.

FATTY OF THE YEAR

This is the annual contest to find the heaviest man in the Mega-City by a number of entertaining tests. There is the Bounceometer, which measures the number of bounces that the Fattie's belly performs when its supportive bellwheel is removed, and the Ton-up Eating Contest, where each Fatty has to overcome his own body-weight in food. The eventual winner is declared Mega-City Fats, and wins a million creds.

FLY DANCING

In bop-palaces and skankeries across the Mega-City, the latest dancing craze amongst the more athletic juves is Fly Dancing. Everyone wears magnetic-soled shoes, and hangs from the walls and the ceiling while dancing to the latest sounds!

INTERCITY EATING CHAMPIONSHIP

Held every year between the top teams from all three Mega-Cities, the Intercity Eating Championship is a challenge tournament for the Jules Rimet Trough in which teams of Fatties have to eat the most in a set time period. However, since food is very scarce in the post-war Mega-City, the Fatties must eat anything *but* food, typically a large Mo-pad or machinery unit. Some members of the teams have special features like detachable jaws to gulp down larger pieces in quicker times, while others simply lie down with their mouths open while their fellow players sweep the smaller pieces in! An Eating Championship is possibly the grossest entertainment ever devised in Mega-City One, yet they attract record crowds every time.

JETBALL

Much more wholesome is this development from Aeroball and Inferno, a cross between soccer and kung-fu played in the air wearing jet-packs. Many blocks have their own teams, and compete with each other in a Sector by Sector championship. The matches give the citizens a chance to air their block loyalties, but all too many end up in terrible riots or even full-scale block wars as supporters forget the game and lay about them to try and prove that their block is best.



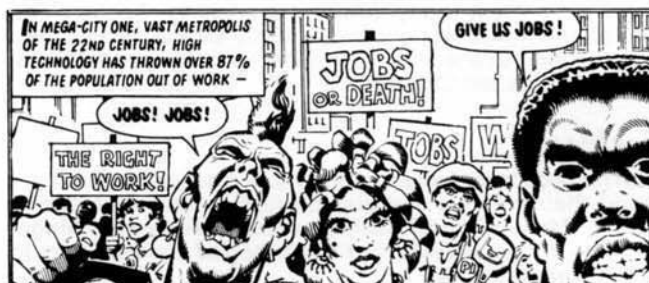
MEGATHON

Once a year, the annual cross-city Megathon is run, with over 8 million people pounding across the city on a 1600 kilometre round trip. The crowds of bored citizens who want to take part are so heavy the start is staggered over two weeks, and some people are still running six months after the first people have come home!



PARADES

The Mega-City seems to celebrate something or other every week, giving the citizens another excuse to relax and enjoy themselves. The major parades are on Justice Day, where the citizens show their appreciation of the defenders of Law and Order, and Apocalypse Day, which commemorates the end of the war. All parades are boisterous and flamboyant, but on the whole good-natured — though some are used as a smokescreen for criminal activity.



PROTEST MARCHES

There is nothing many civos like more than to take part in a really good protest. However, it is inevitable that many marches simply end up as riots. Among the things people protest about there is food (chiefly by Fatties), jobs (chiefly by the Unemployed), and housing (chiefly by the Homeless). There are frequently spontaneous marches over particular issues too — the banning of a favourite activity or the killing-off of a fave vid star, for example.

ROBOT FIGHTS

All droids are meant to be made without aggression circuits, so they cannot be used by criminals for their own evil ends. However, many perps have managed to engineer their own, and use the murderous droids in illegal droid fights, with heavy side-bets on the outcome. Robot fights are often held in double-bills with Bite Fights.

ROBOT OF THE YEAR SHOW

Every year the manufacturers of the Mega-City's robots get together to display their products at the Robot of the Year show. On garishly decorated stands the various companies demonstrate how loyal, tough, versatile and desirable their droids are, to packed crowds of citizens.

SMART SWEETS

Otto Sump had long been looking for a successful follow-up to Gunge, his range of disgusting foodstuffs, when he hit upon the idea of Smart Sweets. Backed up by an extensive advertising campaign on the vid, the sweets were launched with great success. They were said to increase the brainpower of the eater, transforming him into a genius after just one packet. However, when the Justice Department scientists who monitor all claims made in media advertising examined the sweets they were found to be ordinary sweets with a little extra flavouring added. Sump wasn't technically breaking The Law by marketing them, as his adverts never actually promised anything, and even said 'You gotta be dumb to buy Smart Sweets.' But when a gang of dumbos tried robbing Sump Towers (believing them to be full of money earned by Sump from sales of the sweets), Dredd closed Sump down yet again; the sweets were taken off the market, and poor old Otto Sump went back to the drawing board.

SPUGBUG

A rather worrying growth in Spugbug in recent years has prompted the Justice Department to clamp down on the sale of unlicensed vid-phones. Spugbug is a vicious practical joke, where someone dials a number chosen at random from the Citizens' Directory, and gets the victim on the other end to do something silly while he and his friends



have a laugh at their expense. Spugbug can sometimes be very dangerous, depending upon the sadistic nature of the caller and the gullibility of the victim.



SUNDAY NIGHT FEVER

The period of time between 23:00 hours and midnight on Sundays is known as the Happy Hour, for this is the time when Sunday Night Fever strikes. It happens because tomorrow is Monday, and yet again over 360 million people will not have a job to go to next morning. Many get depressed or drunk, but some completely flip out and go Futsie.

Others form Leaping Clubs, and as one jump from their tower blocks; most just stay in and feel sorry for themselves. It is the busiest part of the Judges' Graveyard Shift, with hundreds of criminal and disturbed citizens to be rounded up before midnight strikes.

SUPERSURF

Power-boarding — using motorised aerial surfboards — is only a recent craze in Mega-City One, but it has been practiced in other parts of the world for many years. In 2107 the annual International Supersurf Championship, Supersurf 7, was held in the city for the first time. Despite the attempts of the Judges to stop it, the illegal race was run, and eventually won by Marlon 'Chopper' Shakespeare, who beat reigning World Champion Yogi Yakamoto of the Fuji Territories in a breath-takingly daring race across the city. Power-boarding isn't illegal as such, provided the surfer stays away from the lower levels, but many surfers feel that boarding is only exciting when one is swerving round pedestrians and in and out of the traffic on a busy roadway.

7: OTHER DATA



The last chapter had source material related to many wide-ranging subjects. This one details more everyday items, such as robots, weapons, and vehicles. Included here are sections on aliens, creatures, diseases, equipment, mutants, plants, poisons, robots, vehicles, and weapons. For clarity, each of these is presented under the standard format Profile, where appropriate.

Should there be a particular item which we haven't detailed that you wish to include in your game by all means create it, using these Profiles as examples and guidelines. Remember play-balance, though — there is no point creating a monster that is totally unkillable, or a disease that is incurable. By all means make your players *work* for an answer to the problem you set them, but don't make it an impossible task!

ALIENS

Many hundreds of thousands of humanoid aliens visit the Mega-City every year, and there are many more less human ones kept in the ever-popular Alien Zoo. The following list gives just a few of the more well-known aliens, and we are sure you will be able to think up many more if you need them.

Antarean Tentatee

Possibly the most ridiculous aliens ever encountered, the Antarean Tentatees are very popular exhibits at the Alien Zoo. On their hostile home planet they developed the art of mimicry for survival to compensate for their very low intelligence — and now they will imitate anything they see or hear, including human speech, to perfection. Small and gnome-like, the green-skinned Tentatees are very docile, except when attacked (since they will attack straight back, of course!).

Target Size Normal

Hit Locations as Human

	S	I	CS
Antarean Tentatee	2	28	16

Duck-billed Yabba-Dabba

Larger than a dinosaur and twice as stupid, the Duck-billed Yabba-Dabba is a short-sighted vegetarian alien from the Sirian system. It looks like a large, lumpy grey-skinned brontosaurus, with a small head that ends in a snout like a duck's bill (hence its name). Strictly speaking it never eats meat and is a very slow, docile beast, but a number of people have strayed into its mouth by 'accident' and have been swallowed. There is a famous example in the Alien Zoo.

Target Size Large

Random Hit	Target Point	Size	Armour
01-15	Head/Neck	Normal	50%
16-30	Forequarters	Normal	50%
31-60	Hindquarters	Normal	50%
61-70	Right Foreleg	Normal	50%
71-80	Left Foreleg	Normal	50%
81-90	Right Hindleg	Normal	50%
91-00	Left Hindleg	Normal	50%

	S	I	CS
Duck-billed Yabba-Dabba	7	0*	15

* Like Dinosaurs, roll a D6 at the beginning of each Round for the creature's Actions.

Grall

Gralls are large, lumpy pink aliens, often used as hired killers and Blitz agents. Standing over 2 metres tall, and almost as wide too, their heads have a truncated snout (like a short elephant's trunk) and large curving tusks. Their ears are large and ragged, their eyes sunken and pig-like; they have short, stumpy legs, and thin stubby tails. Gralls are quite intelligent, and very warlike and violent — hence their chosen profession!

Some Gralls use specialist weapons called *Nightmare Guns*. These rifle-like weapons emit a hypnotic pulse which conjures up visions of the target's innermost fears, causing shock, heart failure and death. (Range: 15 metres, Ammunition: 30 minute power-pack, Special Effect: +1, with a second 'Wound' result bringing death). These weapons are now officially banned from Mega-City One, with possession bringing 5 years in an Iso-Cube.



Target Size Normal

Hit Locations as human

	S	I	CS	DS	TS	SS	MS	PS
Grall	3	30	50	35	18	25	12	5

Klegg & Klegg-hounds

The Klegg are a savage race of interstellar mercenaries, used by the insane Judge Cal to suppress the rioting citizens who opposed his reign. Some were left behind, hiding in ruined Blocks and the Cursed Earth, only venturing out to feed, but gradually hunted down and captured by the Judges.

The Klegg are carnivores, and are payed in fresh meat not money (they are not squeamish about the source of their pay).

Kleggs are *big* (almost 3½ metres tall) and very strong, and their weapons are just as large. Their huge carbines are equivalent to *Street Cannon* (see later); each Klegg carries 6 additional magazines for the carbine, and 3 Concussion Grenades. They wear special blast suits, which gives them 10% armour everywhere except for their heads. In hand-to-hand combat they use their powerful reptilian jaws, giving them a +1 Effect Modifier.

The Kleggs are often accompanied by their Klegg Hounds - huge reptile-like hunting beasts which are as accurate as bloodhounds at tracking prey. They can 'taste' any track less than 1 hour old, and follow it across most terrain except water. They are vicious killers, biting with a +2 Effect Modifier. They have an *Initiative* of 0, but you should roll D6 for their Actions at the beginning of each Combat Round.

Target Size both Normal

Hit Locations as humans

	S	I	CS	DS	TS	SS	MS	PS
Klegg	3	55	50	15	35	5	30	3
Klegg Hound	4	0	60	—	—	—	—	5

Mophioso

The Mophioso are a strange vaguely humanoid alien race, who came to earth and immediately tried to muscle in and take over all the underworld criminal rackets, with violent results.

The Mophioso can generate a strong electric charge in their bodies, and as a result must wear protective insulation when on this planet. If this clothing is removed (only a single glove need be taken off) they can fire bolts of electricity for up to 10 metres (+1 Effect Modifier, and armour protection is completely ignored). In hand-to-hand combat, their grasp delivers a stronger static charge, which has a +4 Effect Modifier.

The Mophioso are not affected by electric charges, and can walk through Electro-Cordons without sustaining damage. Water, however, causes them severe problems. Any hit from something like a fireman's hose will deliver D6 hits (each with a normal Effect Modifier); a good shower of rain will cause 1 hit every Combat Round.

Target Size Normal

Hit Locations as human

	S	I	CS	DS	TS	SS	MS	PS
Mophioso	2	30	40	25	20	55	5	8

Netherworld Megapede

Another of the many fantastic life-forms housed in the Alien Zoo is the Megapede, an enormous 18 metre long, 4 metre tall centipede. The creature is unintelligent, and a carnivore, and will eat just about anything that comes close to its gaping maw.

The Netherworld Megapede is notorious for its numerous escape attempts, which have killed a number of innocent citizens over the last few years. The creatures are so thick skinned they won't notice if they are being shot at! Their Actions are determined by rolling a D6 at the beginning of every Combat Round. They are too dim to take *Initiative* reductions, and too thick skinned to be affected by Personal Wound Damage (though wounds do affect them). Stuns only affect them on a 1 to 10 basis; that is, for every 10 Stuns it gets, it will take 1 Stun's effects. Riot Foam will permanently reduce its Actions by 1; Stumm gas will only deliver



a D6 worth of Stuns. Incendiaries and other burning missiles will do normal damage to it, and it will become enraged, and take an extra Action every round. The Megapede has a terrible bite, which has a +4 Effect Modifier.

Target Size Normal to Large				
Random Hit 01-00	Target Point Body	Size Normal		Armour 75%
		S	I	CS
Netherworld Megapede	7	0	50	

Trapper Hag

A member of a race of alien bounty hunters, Trapper Hag appeared in Mega-City One looking for citizens wanted on other worlds. Some alien laws even allow for guilt to be transferred to relatives, which got him into conflict with the Judges. Bounty hunters are not recognised in Mega-City One, where all crimes must be processed by the Justice Department; as a result Trapper Hag was arrested and currently resides in the Alien Iso-Cubes. The stats here are for another typical member of Hag's race.

Hag is a very tall (almost 3 metres), hairy humanoid, and he is always armed to the teeth. He is equipped with a Force Field Generator, which emanates from a small wrist bracelet, and is totally impervious to blast and bullet. The field has a radius of from 1 to 5 metres, depending upon a dial on the bracelet; anyone within the field when it is turned on will be pushed aside and take 1 automatic hit (-1 Effect). However, while the field is up Hag cannot use any of his weapons. The same bracelet also houses a Teleport control, which allows Hag to instantly return to his orbiting space-ship, or down to the surface of the planet. Hag cannot make more than one teleport journey per 2 Game Turns. He uses Concussion Grenades to stun his prey; he carries a large hand-axe (+2 Effect Modifier) which he wields in hand-to-hand combat. Hag also has a large sack, into which he puts his captives!

Trapper Hag and others of his race are usually found in the company of a number of strange vaguely dog-like beasts. These hairless canines are used to hunt down Hag's target, which they do with unceasing loyalty and unfailing accuracy.

Target Size both Normal								
Hit Locations as humans								
	S	I	CS	DS	TS	SS	MS	PS
Trapper Hag	4	40	55	15	35	5	25	10
Beast	3	65	55	—	—	—	—	5

Wurlitz Wooflebeast

The day the Wooflebeast escaped, nearly 50 citizens were eaten alive before this very ferocious carnivore was apprehended by Judge Dredd and returned to his pen in the Alien Zoo. Almost 12 metres tall, the shaggy brown beast is very ape-like, with one large central eye, horns, and razor-like teeth giving it a very fierce appearance. Its massive claws deliver a hit with a +3 Effect Modifier. Normally fed on Soy-beef and Pro-slab porage, it naturally leaps at any chance to eat real meat, which is why it is kept behind very thick steel bars.

Target Size Normal				
Random Hit	Target Point	Size		Armour
01-05	Head	Normal		10%
06-35	Chest	Normal		10%
36-50	Abdomen	Normal		10%
51-60	Right Arm	Normal		10%
61-70	Left Arm	Normal		10%
71-85	Right Leg	Normal		10%
86-00	Left Leg	Normal		10%
		S	I	CS
Wurlitz Wooflebeast		6	30	65

CREATURES

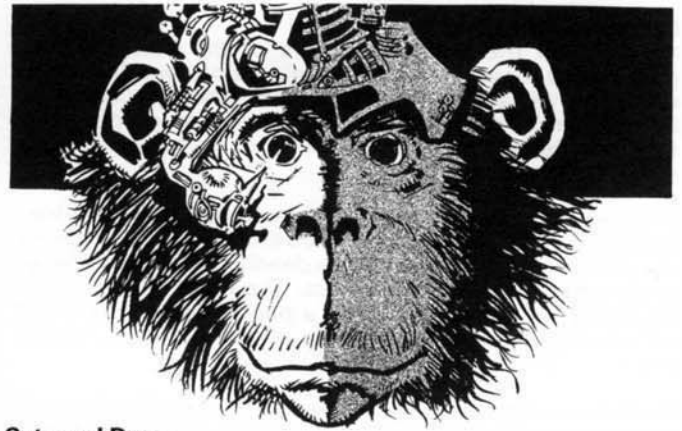
This section covers beasts native to the planet Earth, though you would be forgiven for thinking some of them belong in the *Aliens* or *Mutants* section. In the 22nd Century many of the traditional species have been completely wiped out by man, to be replaced by hardier mutant strains (helped along by a heavy dose of nuclear radiation from the Cursed Earth). To many citizens in Mega-City One, names like 'duck' and 'sheep' refer to mythical beasts from centuries ago — mere legends!

Alligators

It came as a great shock to Eldridge Smellie, boss of the Old Town's Sewage Works, when it was discovered that there was a colony of 5 metre long, blind, white alligators living in the sewers of the Old City sector! These beasts started off as exotic pets, but as people got bored with them they just flushed them away. Being very hardy beasts however they survived, and successive generations mutated in the harsh, lightless conditions.

Now they are white, or rather colourless, and blind, hunting by a very advanced sense of smell. They live in the lower parts of the system, feeding chiefly on rats and the odd sewage worker. They aren't even disturbed by the tunnel-cleaning maintenance droids, because the latter just aren't programmed to recognise the 'gators! They bite with a +4 Effect Modifier.





Target Size Normal

Random Hit	Target Point	Size	Armour
01-20	Head	Small	05%
21-35	Chest	Normal	05%
36-50	Abdomen	Normal	05%
51-60	Right Foreleg	Small	05%
61-70	Left Foreleg	Small	05%
71-80	Right Hindleg	Small	05%
81-90	Left Hindleg	Small	05%
91-00	Tail	Normal	05%

	S	I	CS
Alligator	3	25	45

Apes

During the 21st Century many scientists conducted experiments into the genetic manipulation of animal intelligence. The most successful of these were on apes. Once their intelligence had been raised up to that of humans, however, it was soon found that the apes' behaviour left a lot to be desired — they had been made too human! Despite their high intelligences, the apes insisted on vandalising the area of the Mega-City they were allowed to live in, to turn it into a more 'natural' environment. The area soon became known as The Jungle, and only the toughest or stupidest humans ventured into it.

Although many apes were quite responsible in other ways, some of them took to crime, mimicking the mobsters and racketeers around them. The head of the 'Ape Gang' was Don Uggi Apelino; when captured for various nefarious crimes he tried to exploit a loophole in The Law, saying he wasn't actually human, and was duly imprisoned in the City Zoo! Today the ape mobs still operate, but on a much smaller scale.

You should treat apes the same as any human, with differing characteristics, skills, interests, and so on. Remember that they aren't just monsters for your players to bump off! The profile below is for a typically average ape; if you wish you may boost the scores, even assign some Special Abilities.

Target Size Normal

Hit Locations as human

	S	I	CS	DS	TS	SS	MS	PS
Ape	D3	5D10	4D10	3D10	D10	6D10*	D10	D6
Typically	2	25	20	15	5	30*	5	3

* in Jungle only; 2D10 elsewhere

Cats and Dogs

In the ruined sectors of the post-war Mega-City packs of abandoned pets prowl on the hunt for food. Once, many generations ago, these cats and dogs were healthy, well looked after, but now they are truly wild. Filthy, noxious, scrawny creatures, they are always infested with diseases and parasites. They are vicious predators, and live off scraps, trash, vermin, and each other.

Some domestic animals, notably cats and mice, guinea pigs, and other rodents, used to be kept for scientific experiments, but the Dredd Act has since banned all such activities, after a very strange case involving a talking cat!

Target Size Small

Random Hit	Target Point	Size	Armour
01-20	Head	Small	—
21-35	Forequarters	Small	—
36-50	Hindquarters	Small	—
51-60	Right Foreleg	Small	—
66-80	Left Foreleg	Small	—
81-90	Right Hindleg	Small	—
91-00	Left Hindleg	Small	—

	S	I	CS
Cat/Dog	1	40	15

Cursed Earth Eagle

One of the oddest mutations to emerge from the western radiation belts is the double-winged Cursed Earth eagle. Some of these creatures, which started off originally as bald eagles, have gradually migrated eastwards, and can now occasionally be seen soaring around the peaks of the higher city blocks of the Mega-City. A few have built nests in the tops of war-damaged blocks, where they live off mice, rats and stray cats and dogs. Although harmless if undisturbed, when annoyed they can attack very viciously, rending with their claws (and a +2 Effect Modifier).

Target Size Normal

Max Speed 75m/R (flying)

Acc/Dec 30m/R

Stopping 30m/R

Random Hit	Target Point	Size	Armour
01-30	Head	Small	—
31-50	Body	Small	—
51-60	Right Wing 1	Small	—
61-70	Right Wing 2	Small	—
71-80	Left Wing 1	Small	—
81-90	Left Wing 2	Small	—
91-95	Right Foot	Small	—
96-00	Left Foot	Small	—

	S	I	CS
Cursed Earth Eagle	2	65	50

Cursed Earth Spider

Amongst all the mutated horrors of the Cursed Earth, perhaps the most vicious are the gigantic tarantulas which roam the wilderness. Living in vast underground lairs, these 10 metre wide horrors often emerge to gorge themselves on the vast herds of bison which are reared in these areas.

The mutant spiders are highly dextrous when hunting, holding their victim with two limbs and biting with a pair of venomous fangs. Their poison is deadly, and can kill a fully-grown man in under 10 seconds. The creatures are quite intelligent, particularly when in a pack. The thick hair that covers their bodies deadens the effects of lasers, giving them a -1 Effect Modifier.

There are examples of the species in the Mega-City Zoo and a number of private collections; there are also rumoured to be a few which stalk Sectors 113-115, South, just inside the Cursed Earth Wall!

Target Size Normal

Bipeds	Quads	Target Point	Size	Armour
01-20	01-15	Head/Neck	Normal	50%
21-30	16-30	Forequarters	Normal	50%
31-50	31-60	Hindqtrs/Tail	Normal	50%
51-55	61-70	Right Foreleg	Normal	50%
56-60	71-80	Left Foreleg	Normal	50%
61-80	81-90	Right Hindleg	Normal	50%
81-00	91-00	Left Hindleg	Normal	50%

Although their profiles are the same, dinosaurs do have different characteristics, as detailed below. They can also be divided into two groups: the carnivores, which will fight for the meat they eat, and the herbivores, which generally only eat grass and are much more docile.

Carnivores

	S	I	CS
<i>Deinonychus</i>	4	0*	40
<i>Allosaurus</i>	5	0*	50
<i>Tyrannosaurus</i>	7	0*	60

Herbivores

	S	I	CS
<i>Stegosaurus</i>	4	0*	40
<i>Triceratops</i>	5	0*	35
<i>Brontosaurus</i>	8	0*	15

* see Actions below

Target Size Normal

Random Hit	Target Point	Size	Armour
01-20	Head	Normal	25%
21-40	Abdomen	Normal	25%
41-50	Rt Foreleg 1	Normal	25%
51-60	Rt Foreleg 2	Normal	25%
61-70	Lft Foreleg 1	Normal	25%
71-80	Lft Foreleg 2	Normal	25%
81-85	Rt Hindleg 1	Normal	25%
86-90	Rt Hindleg 2	Normal	25%
91-95	Lft Hindleg 1	Normal	25%
96-00	Lft Hindleg 2	Normal	25%

	S	I	CS
<i>Cursed Earth Spider</i>	4	45	50

Dinosaurs

The reconstruction of prehistoric dinosaurs by reviving and cloning fossilised cells was a triumph of modern genetic engineering. Scientists took fragments dug out of the ground, and gradually recreated the original creatures out of them. Before the Atomic Wars, vast dinosaur parks were built to house the monsters the scientists had 'rebuilt', and an enthralled public flocked in their millions to pay to see these giants from the past. The Atomic Wars of 2070 and the subsequent breakdown of the United States, however, set many of them free. Most died in the Cursed Earth, but enough have survived to make their future certain. Now they roam the irradiated wastelands, the carnivores destroying farms and ravaging settlements, and the herbivores destroying what little farmland there is left.

In the modern day Mega-City, dinosaurs are big business. They are still the main attraction for many circuses and zoos, and there are many private animal collectors. Needless to say, dinosaurs are very expensive, and there is a large illegal traffic in them.

Although all dinosaurs are pretty much the same when it comes to body parts, the actual size and distribution of them varies somewhat. Thus, there are two *Random Hit* columns in the following Profile, one for bipedal (two-footed) creatures like *Tyrannosaurs* (and the other two carnivorous dinosaurs), and one for quadrupeds (four-footed) like *Stegosaurus* and the other herbivores.



Deinonychus: A 2 metre tall, 4 metre long dinosaur that can run as fast as a man, and attacks with claws and teeth.

Allosaurus: A larger version of the above, at 5 metres tall and 10 metres long, it will attack with claws and teeth (Effect Modifier +1), or its tail.

Tyrannosaurus: The biggest of them all, he stands 10 metres tall, and is 25 metres from (15 cm) teeth to tail. The most fearsome and terrible of all carnivorous dinosaurs, he will pursue and eat almost anything, and attack with claws and teeth (Effect Modifier +3), or tail (Effect Modifier +1).

Stegosaurus: This large, rather stupid dinosaur has very aggressive defences despite being a herbivore, and will defend itself with bite or spiked tail (Effect Modifier +2).

Triceratops: The most aggressive of the herbivorous dinosaurs, this dinosaur will defend itself with bite and sharp horns (Effect Modifier +2), or its thick tail. Although slow and plodding, it is not afraid of even the largest Tyrannosaurs.

Brontosaurus: These huge dinosaurs are so thick-skinned they are unlikely to notice a man unless he is shooting at it or attacking it with fire. This means it may accidentally tread upon anyone who comes close to its legs, with an Effect Modifier of +4. Otherwise, it will use its teeth to snap a wary bite (no Effect Modifier), before shying away from an attacker.

Actions

All dinosaurs have a basic *Initiative* of 0, but they receive D6 Actions per Combat Round, determined by you at the beginning of each Round. This makes them very unpredictable, and thus very dangerous.

Movement

The carnivores will move towards the nearest movement within 30 metres, or otherwise randomly (roll a D12 and use a clock-face for direction). Herbivores, however, will move away from any loud noise or gun fire within 30 metres, or otherwise randomly (as above). All dinosaurs dislike fire and bright lights, and will avoid these wherever possible. Any dinosaur who is within 5 metres of a character will usually attack him for at least 1 Action, however, whether carnivore or herbivore.

Damage

Dinosaurs are too dim, and their nerve-connections are too slow, for them to take any *Initiative* reduction from a hit. Normal Stuns from weapons have no effect, but you should keep a total of them; when 10 Stuns have been scored, the beast will suffer from 1 of them. Electro-cordons and Stumm gas Stuns will have their normal effect.

Wounds affect their *Strength* points, but they are too thick-skinned to take personal damage to the particular part hit. Wounds also enrage dinosaurs, and they receive an extra Action for each Wound sustained that Combat Round. Once the beast reaches 0 *Strength*, it is dead, but don't expect him to know that! Roll D6+4 for a final Combat Round of Actions, before he keels over and dies!

Falls

Dinosaurs are rather heavy, noticeably so if they fall on someone! Should this happen, the poor character will take a number of automatic hits. From a Deinonychus or Stegosaurus type dinosaur, they will take 2 with a +2 Effect Modifier. From a Triceratops or Allosaurus type dinosaur, the damage will be 2 with a +4 Effect Modifier. A dinosaur the size of a Tyrannosaurus will do 3 hits at a +5 Effect Modifier, and a Brontosaurus falling on you will do 5 hits, with about a +12 Effect Modifier!

Other weapons against dinosaurs

Electro-cordon: These may actually get through to a dinosaur, and even do him some damage, as normal. All the flashing and burning will frighten him, giving him an additional Action. If blinded by the 'cordon, the dinosaur will continue to move (use a D12 and a clock-face), and will attack anything they bump into!

Incendiary Shells: A burning dinosaur will have great difficulty in putting out the flames, unless there is a sufficiently large body of water nearby to douse them. They will take damage as above, but will be sufficiently enraged to gain 2 extra Actions until the fire is doused.

Riot Foam: Each 'foam hit reduces the number of Actions the dinosaur can make from then on by one, provided they don't madden him with more shots!

Stumm Gas: The gas is of limited use, but will cause D6 Stuns to the dinosaur, which should slow it up a little at least.



Dog Vultures

These strange predators are another example of the mutating powers of the radiation in the Cursed Earth. They resemble giant bats, but with the hind legs and heads of a dog. Their wing membranes stretch from the outstretched finger tips to their lower abdomen. Dog Vultures are carnivores, hunting in packs, but they get most of their food from scavenging. They are of a similar intelligence to normal dogs, and some have been trained as pets by Cursed Earth gangs. The creatures can fly, and are treated as if they were 'Hover Vehicles' in this respect.

Target Size Normal
Full Speed 40kph (flying)
Max Speed 60m/R
Acc/Dec 20m/R
Stopping 20m/R

Random Hit	Target Point	Size	Armour
01-10	Head	Small	—
11-30	Chest	Small	—
31-50	Abdomen	Small	—
51-65	Right Wing	Small	—
66-80	Left Wing	Small	—
81-90	Right Leg	Small	—
91-00	Left Leg	Small	—

	S	I	CS
Dog Vultures	1	45	40

Rad Fleas

This mutated form of the common human flea is immune to all known pesticides, indifferent to extremes of temperature, and can survive a direct hammer blow; fire won't kill it, and scratching isn't much help either! This pest has been, quite understandably, rather difficult to eradicate from the Mega-City, and is still prevalent. Any character who becomes infested will automatically pass on the fleas to anyone within 2 metres. In addition, there is a 10% chance of infestation simply by being in the same room or vehicle with an infested person, or where one has been within the last 3 Game Turns.

A character who becomes infested is in trouble! Merely by being infested, the constant itching and irritation will reduce their Actions by 1. In addition, there must be a save against the character's *Initiative* at the beginning of every Combat Round, or they will lose *all* Actions, as they are reduced to a helpless scratching wreck!

The fleas are tiny, and their immunity to virtually everything means that there is no profile for them here (as there isn't a way of attacking them!). The only way to beat the fleas was accidentally discovered by a group of Mega-City Muncie workers. Muncie, the artificially-grown synthetic food, is extremely foul smelling stuff in its raw state. As well as being repulsive to humans, the stench drives out the Rad Fleas, who will die within 3 Combat Rounds if no new host is found. (If you decide to introduce Rad Fleas, you may care to make them immune to Muncie, and only susceptible to a new material!)

Rat

Rats thrive in the post-war Mega-City, especially in the sealed subterranean caverns of the Undercity, and amongst the many ruined Blocks to the north and south of the main city. Out in the Cursed Earth, new strains of rat have developed under the affects of radiation, making them larger, cleverer, and giving them a vicious poisonous bite (treat as Deadly Poison — see below). Both types of rats' bites have a normal Effect Modifier.

Target Size Small			
Random Hit	Target Point	Size	Armour
01-10	Head	Small	—
11-30	Chest	Small	—
31-50	Abdomen	Small	—
51-60	Right Foreleg	Small	—
61-70	Left Foreleg	Small	—
71-85	Right Hindleg	Small	—
86-00	Left Hindleg	Small	—
	S	I	CS
Cursed Earth Rat	1	45	30
Sewer Rat	1	25	20

DISEASE

Alongside the radiation poisoning so common to post-war Mega-City One there are also many strange diseases, a legacy of decades of chemical pollution, biological warfare, and overcrowding. Every year more new diseases break out, baffling the scientists and wreaking havoc on the citizens until a new antidote is discovered. In the aftermath of the Apocalypse War there are many 'mutant strains', with normal diseases suddenly producing strange new effects as a result of radioactive contamination.

When using a particular disease you may consider either using it solely upon one or more of your players. This will inconvenience the team, forcing them to look for a cure or manage without someone. Alternatively, you could inflict it upon an associate of the team: a nark, say, who has vital information to give before he succumbs to the disease. Or there is always the whole Mega-City, where you could create an epidemic of a new virus, forcing the Judges to journey to the Undercity, or out into the Cursed Earth, to find an antidote before the whole city dies! Be careful with diseases, for they can be quite powerful and may unbalance your game, but have fun with them too!

Exposure and Resistance

Every disease has an infection range from its source; this is detailed in the particular disease's profile, below; anyone within this range has a chance of being infected. The basic chance of resisting infection is equal to the character's *Initiative* score, rolled as a percentage. There is, however, a modifier according to the virulence and contagiousness of the disease. Roll a D6 and consult the following chart:

1	2	3	4	5	6
+20%	+10%	0	0	-10%	-20%
Not contagious				Very contagious	

Add or subtract the indicated score from the character's basic chance of resistance. The check should be made every Game Turn they are exposed to infection (ie still in the range of the disease). If the roll indicates infection, you should then refer to the particular details of the disease in question.

You may create your own diseases by using the following guidelines, either rolling randomly or choosing the particular features yourself.

Source

The source of a disease will usually be someone or something who is already infected, though some diseases can be acrried in the air, water, or just sit around waiting to be picked up! Roll a D100:

01-40	Infected person
41-52	Airborne disease
53-65	Water carried infection
66-77	Carried by infected animal
78-92	Carried by infected insect
93-99	Infected surface or substance
00	Other — outer space, the Undercity, Cursed Earth, etc.

Range

The range of an infection can vary from 0, requiring skin contact with the source, to 5 metres. Roll a D6-1 for the range, or choose it yourself. Air-borne diseases may well be blown along by the wind. To simulate this, roll a D12 and use the clock-face principle, and move the central source 1 metre in this direction every Turn. Water carried diseases will either be in drinking water, or may require complete immersion to infect the victim.

Effects

The effect of any new disease can be generated from the following chart by rolling a D100 or choosing a particular category:

01-10	Biologically Mutating
11-25	Extreme Irritation
26-40	Fever
41-55	Incapacitating
56-65	Inconvenience
66-70	Invasive Fungal
71-80	Mental
81-90	Sensory Deprivation
91-99	Wasting Disease
00	Two of the above — Reroll twice

Biological mutation: A disease of this kind will turn the poor unfortunate who catches it into something else, usually a vicious blood-curdling monster, totally irresponsible for its actions. The monster may be a werewolf type, a slime monster, a lizard-man, or whatever — it is purely up to you! In general, the monster will retain the same characteristics as its human counterparts, but will fight with teeth and claws, with +1 or +2 Effect Modifiers.

The progress of the disease is quite slow. Once infected, the victim will feel rather light-headed and jittery. After a day of this, they will go to bed, and wake up transformed into the monster. There is usually no cure, though a special serum or a silver bullet may do the trick!

See *Lycanthropy* and *2T(FRU)T* below, for sample diseases of this type.

Extreme Irritation: After D3 hours, the unlucky victim of this disease begins to feel painfully itchy and irritated. Roll a D6 for the extent of the irritation for the particular victim. This corresponds to the number of Actions lost every Combat Round. Anyone left without any Actions can do nothing but writhe on the floor in agony, scratching and moaning! Bathing and the application of soothing ointments should help, and the disease will usually clear up after 2D6 days.

Fever: Anyone succumbing to a fever will get very hot (though they may feel very cold inside) and start to lose coherency in anything they try and do; this will start to happen after 2D3 hours. If actually attempting to do something, they will lose 1 Action per Combat Round, until none are left. The character is then weak and helpless for the duration of the fever, which will last 2D6 days before clearing up. If the fever lasts more than 9 days, however, there is a 10% chance of the victim permanently losing 1 point of *Strength* for every extra day of the fever (thus 20% chance for 11 days or 30% chance for 12 days).

Incapacitating: The disease has the effect of inducing a catatonic, paralysing effect, where the victim is unable to use or direct their body at all. The victim will begin feeling numb after D3 hours, and within another D3 hours will be completely unable to perform any Actions.

Inconvenience: This disease can take one or more of a number of forms, including a heavy head-cold, a violent coughing, aching limbs, fatigue, headaches, boils, fainting, and so on. These will manifest themselves after 2D6 hours, and continue for 4D4 days, unless medical treatment is obtained. The victim of this disease will simply have his Actions reduced by one whilst the disease is active.

Invasive Fungal: This disease will literally eat away at its victim, eventually turning them into a living fungi! The disease will manifest itself after 2D4 hours with a sudden wracking pain that stops the victim from doing anything but clutching their sides and rolling on the floor. They will then take 1 automatic hit every hour, and only the antidote serum will bring a cure. Once the victim dies, the body will usually release spores into the air, to infect others. See *Grubb's Disease* later for an example of this type of disease.

Mental: This disease will cause severe disturbances to its victim, producing delusions, phobias or hysterics. After 2D6 hours, the victim will begin to sweat profusely, and over the next 3 hours will feel dizzy and disorient. They will soon fall under the grip of the disorder. After a further hour, they will be a complete wreck, curled tightly into a ball in some safe corner, shaking and sweating. No Actions at all may be performed when in this state. Treatment for this disease will require D4 months in a Psycho-Cube unit combined with extensive medical help.

Sensory Deprivation: After 2D4 hours, the sense affected will gradually 'fade out' — sight will blur, fingers will go numb, or sound will become muffled — and after an hour the sense will be unusable. A 3-day course of injections in a Medi-Unit will restore the lost sense. (The five senses, in case you don't know, are hearing, sight, smell, taste, and touch — use a D5 or pick randomly.)

Wasting Disease: This disease has a longer-term effect on its victims than most diseases. It will first start making its presence felt after D6 days, in the form of a growing ache and loss of appetite. The infected person will grow hot and feverish, and suffer from blackouts. Every day not spent in hospital they will lose D6 points from every characteristic except *Strength*. Every 3 days they will lose 1 point of *Strength*. If in hospital, they will lose only D3 points from each characteristic, and 1 point of *Strength* every 7 days. The disease will last for 2D6+2 days. All characteristic losses are permanent (until increased by experience). If their *Initiative* or *Strength* is reduced to 0, the usual results apply. The other characteristics cannot go down below 0.

Sample Diseases

These three diseases have each struck the Mega-City in the past, and are presented here as examples of how diseases may be detailed.

Grubb's Disease

Mayor Jim Grubb was once a powerful and influential man in Mega-City One. But after the Apocalypse War had all but levelled the city he loved, Grubb became a wandering vagrant, haunted by visions of billowing mushroom clouds spiralling up over the destroyed city. After wandering far into an irradiated zone he discovered some strange cloud-shaped mutant mushrooms, and soon after picking them became the first sufferer of what was later to be called Grubb's Disease.

The disease is fungal, transmitted by spores emitted when the fungi are picked or the disease carrier dies. Spores will be carried on the wind, and depending upon local weather conditions could feasibly spread across the whole Mega-City! Any contact between the spores and bare skin is enough to infect (roll using standard infection procedures as detailed earlier). The disease will manifest itself within the hour as large lumps, which spring up all over the victim's body. Small mushrooms then begin to appear from the lumps, until the whole body is taken over by the fungi and the person dies painfully (the whole process takes under 2 hours). Incidentally, Jim Grubb's last words, recorded for posterity, were, 'Please don't eat me!'

Resistance Modifier:	-20%
Range from Source:	D6 metres in still air
Source:	Spores from fungi
Effect:	Invasive fungal

2T(FRU)T

This disastrous disease very nearly destroyed Mega-City Two, until Judge Dredd's mission across the Cursed Earth finally delivered the vaccine. Anyone infected with the disease will begin sprouting masses of hair and grow huge fangs! Once the transformation is complete (it takes only D3 Rounds, after an incubation time of D100 hours) the sufferer will become obsessed with killing everything it sees and eating it! He won't use any weapons, but the disease will temporarily increase his *Initiative* and *Combat Skill* by 20 points, up to a maximum of 100.

Resistance Modifier:	0
Range from Source:	Bite or claw wound from infected person
Source:	Hand-to-Hand combat hit
Effect:	Biological mutation



Lycanthropy

This disease was transmitted via a bio-chemical, first isolated by Judge Cassidy, who later also developed its cure, Cassidium. It evolved from a mingling of chemicals in a pool deep beneath the Mega-City in the Undercity caverns.

Any human coming into skin contact with the chemical will undergo various biological changes (see *Biological Mutation* above). Victims change into huge, violent werewolves, adding 10 to their *Initiative* and 1 to their *Strength*, and losing all their other skills except *Combat Skill*. This savage mutation also deprives its victim of any self-control, and turns them into a ravening beast whose only interests are killing and eating any living thing they come across! Anyone coming into close contact with the creature may also be infected by the disease, with the usual chance applying.

Resistance Modifier: -30%
Range from Source: Bite from infected creature
Source: Hand-to-hand combat hit
Effect: Biological mutation

EQUIPMENT

This section details many devices commonly found in Mega-City One. Some are standard domestic items, others are Justice Department issue, and some are of express use to a perp. Each is detailed in terms of a brief description including details of how it is used, and then a profile, which is used if the item is damaged. You should refer to p29 of the *Judge's Manual* for more information on Damage to Equipment.

You are perfectly at liberty to modify existing pieces of equipment, or indeed invent new ones, to fit the needs of your adventures. Remember, as usual, to be wary of over-balancing one sides' powers too much, and thus making the game impossible for the other side. If in doubt, don't allow the particular item to be used.

Auto-Key

The auto-key is a very clever piece of 22nd Century gadgetry - an automatic lock-picker! The unit is small enough to fit into the palm of a hand, or to be slipped into a pocket. Usually employed by burglars and other perps, they are expensive and difficult to obtain, and a number of top-class criminals have denounced them as taking all the skill out of burglary, but they are still fairly common amongst the perp community.

The gadget can be clamped over the punch-keys of a modern door lock, taking 1 Action. It will then apply its tiny, battery-operated computer brain to figuring out the code of the lock. There is a 25% chance per Combat Round of the auto-key breaking the code (you may add or subtract a modifier of 10 or 20% for a particularly easy or difficult lock, if you wish). It will then take a further 1 Action to remove it from the lock unit. For more information, see the *Doors and Locks* section on p38 of the *Judge's Manual*.

Target Size Small

Random Hit	Target Point	Size	Armour
01-45	Non-vital Component	Small	None
46-00	Vital Component	Small	None

Birdie Lie-Detector

Every Judge carries one of these useful hand-held lie-detection aids. It is used when questioning a subject. The machine will analyse the person being questioned, checking for nervousness, sweating, evasiveness, and so on. In operation the Birdie is not totally effective, however. The basic chance of detecting a lie is 50%; to this, the Judge must apply his own experience, in the form of his *Street Skill*. You should roll against the final chance on a D100, *in secret*. As always, of course, a roll of 00 or above is a failure, no matter what the starting chance is. You should keep the result of the roll hidden from your players, and simply inform them whether they detect a lie or not (since there may not actually be a lie to detect, or they may just not detect one, for example).

Turning the Birdie on or off will take 1 Action; from then on, it is the Judge's Speaking Actions which are used for the interrogation.

Target Size Small

Random Hit	Target Point	Size	Armour
01-25	Non-vital Component	Small	None
26-00	Vital Component	Small	None

Beeper

Bleepers are small transmitters that can be attached to clothing, dropped into a pocket or bag, or stuck under a car. Using a radio receiver tuned to the correct frequency, a character may then safely follow the source of the signal. Bleepers are used by the Justice Department, but are also available on the black market to anyone who can afford them.

Bleepers are designed *not* to be noticed. A character won't see a beeper if he doesn't notice it being planted (secretly roll *Street Skill* as a percentage). Highly suspicious characters may be allowed to search for a beeper on their vehicle or clothing at your discretion; searching will take D3 Game Turns, and the chance of noticing the beeper is the same as noticing a plant (though you may modify this if the beeper is hidden very well).

Bleepers are Small Targets, but they are too small to be shot at. They may be crushed by any weighty object, such as the heel of a boot.

Boing®

Boing® is a new miracle plastic that comes in a spray can! Each can of Boing® contains enough for one application; when sprayed over a person, it will encase them in a giant plastic bubble! The bubble does not impair the Boing®-er's breathing, nor prevent him from moving inside it. The outside of the bubble, however, hardens into a tough, rubbery shell. A Boinger® will then literally 'Boing' about in the bubble, bouncing it along at quite a rate. Once set in motion, a Boing® is quite difficult to control, particularly with a beginner, and if a bubble lands on someone it could crush them. For this reason, Boing® has been banned from the streets, and may now only legally be used in the *Palais de Boing*, a giant pleasure dome where the Boingers® are carefully controlled and protected.

Boingers® can make their bubbles move at normal running rates; direction is as required, or can be randomly determined by the roll of a D20, and applying to clock-face principle (taking 13-20 as being 12, the intended direction). Boingers® who drop from a height will soon discover the great elasticity of Boing®, and bounce off at great speed. Each bounce will be as long as it is high, though if it bounces off a building or some other obstruction the speed may be increased further. A randomly-encountered Boinger® will have a D100 metre first bounce.

Boing® has a 100% Armour score when hit by non-incendiary weapons. Fire does not damage the Boinger® inside, but will soften the Boing® substance, so that it sticks messily to the next smooth surface it hits. The only way to actually free someone from a bubble is to use special Boing®-cutters; this will take 2D3 Game Turns.

Boingers® count as Normal Targets, with the usual modifications for being a moving target.

Cling Net

This standard item of a Judge's equipment is a self-contracting net. The net is approximately 3 metres by 3 metres when spread to its fullest extent, though larger versions may be found on H-Wagons and other Justice Department vehicles. It is woven from loose synthi-plast strands; these react to contact or movement by contracting, thus trapping anyone or anything entangled in the net.

A cling net may be held in one hand, and thrown at any single Normal or Small Target within 6 metres of the thrower. The chance of hitting the target is the same as that for shooting a pistol, though Aiming is neither necessary nor possible.

Anyone trapped inside a cling net may not make any Actions until the net is removed by someone else (this will take 1 Game Turn). The net counts as a Small Target, and any damage to it will destroy its cling ability and render it useless. Actually hitting the net rather than the person inside is a different matter, however! When trying to hit the net by shooting at it, there is a 75% chance of hitting the trapped person instead; with a knife there is only a 5% chance, provided it isn't thrown.

Electro-Cordon

The electro-cordon is an electrical device used by Judges to fence off areas. Used in conjunction with a small electrical generator it will produce an invisible force-field. Each transmitter unit is quite large, being about 3 metres high and weighing around 180 kilos. They are usually positioned by being lowered from the back of H-wagons. Each unit is tracked, however, and may be moved along at 2 metres per Combat Round by using a remote radio-control box. Transmitters may be placed a maximum of 30 metres apart.

Anyone attempting to pass through the field between two of the transmitters automatically receives D3 hits (at a -1 Effect Modifier), and is thrown back clear of the field. The fence will flash at the same time, temporarily dazing the victim. Anyone within 5 metres of the flash will also be temporarily blinded (for 2D6 Combat Rounds) and take D3 automatic Stuns, unless they are wearing Anti-flash visors or similar eye-protectors.

Anyone attacking a transmitter with their bare hands will receive a strong electrical discharge which delivers D4 automatic hits (with a +1 Effect Modifier). All firing through the field (from both sides) will count as Wild Fire; Riot Foam, Boing®, and all gases will immediately vapourise on contact with the electrical barrier.

Each transmitter has the following Profile:

Target Size Normal

Random Hit	Target Point	Size	Armour
01-15	Non-vital Component	Small	None
16-00	Vital Component	Small	None

Garbage Grinder

The garbage grinder is one of Mega-City One's greatest institutions. They appear in homes, in factories, in public buildings, and on the streets too. Garbage grinders grind garbage; they'll grind virtually everything, and that includes people! In the post-industrial Mega-City, all resources are so rare that everything is recycled, usually in one of the vast reprocessing works known collectively as Resyk, where every little thing is reduced to its constituent materials and returned to industry.

Garbage grinders may be switched on or off, each taking 1 Action, though they are normally left on. Anything passing through the lip of the machine will activate the jaws, which will grind up absolutely everything that they come into contact with. Odd bits of garbage may stay in the machine for up to a day before being sent down the pipelines to Resyk; a character will need the *Analyse Chemical* Special Ability to identify such material.

Damaging a garbage grinder is an offence, but the following Profile is included in case they get in the way of a stray bullet.

Target Size Small to Normal

Random Hit	Target Point	Size	Armour
01-65	Non-vital Component	Small	35%
66-00	Vital Component	Small	35%

Holding Posts

Holding posts are dotted at convenient points throughout Mega-City One. Made of plasti-steel, each is embedded in a plas-crete foundation block (so it can't be uprooted). The post has a number of loops built onto it, allowing a Judge to handcuff a perp to it, to await the arrival of a Pat-Wagon.

You may position Holding posts anywhere you wish; if necessary, roll D6×10 metres as the distance to the nearest one. They count as Normal Targets, but are considered to have a 100% Armour protection against everything except the largest bulldozer!

Holocaust Suit

These especially toughened suits were developed for use by the Justice Department's crack *Holocaust Squad*. They offer the ultimate in personal protection, but are rather clumsy to move about in; to compensate for this, the suits incorporate special motors to enable the wearers to walk and use the mechanical arms.

Holocaust suits are unaffected by falls from any height (though the shock may kill its wearer!) and they will not take any damage from weapons or blows with Effect Modifiers under +2. The motors increase the wearers *Strength* to 8. The suit's clumsiness, however, will negate any Special Abilities, and reduce the wearer's Actions to a maximum of 2 per Combat Round.

Holocaust suits have their own air-supply, temperature controls, and radios. They have in-built lights, and anti-flash visors.

Target Size Normal

Random Hit	Target Point	Size	Armour
01-10	Infra-Red Lights(2)	Small	20%
11-20	Lights(3)	Small	20%
21-90	Main Body	Normal	95%
91-00	Radio Unit	Small	90%

Only a hit on the Main Body will penetrate through to cause damage to the wearer.

Infra-Red Binoculars/Weapon Sights

Infra-red units allow the user to see at night or under light-less conditions. Any area observed whilst using an Infra-red device will appear as though in normal daylight, and warm tracks or footprints may be followed. It requires at least 1 free hand to hold a set of binoculars; weapon sights will clip onto the weapon itself. Observation will take at least 1 Action.

Target Size Small

Random Hit	Target Point	Size	Armour
01-25	Non-vital Component	Small	None
26-00	Vital Component	Small	None



Jammer

This small hand-held device will jam all radio signals within 150 metres. These include radios, Tri-D units, and street cameras. It could also negate a radio signal to a bomb or a remote control unit. It will take 1 Action to turn a jammer on or off. Jammers are usually employed by Perps, though the Justice Department occasionally have need of them.

Target Size Small

Random Hit	Target Point	Size	Armour
01-15	Non-vital Component	Small	None
16-00	Vital Component	Small	None

Jet-Pack

A jet-pack unit is basically a small engine that straps securely onto the wearer's back, and enables him to hover and fly over quite a wide area. The Jet-pack's steering is controlled by the wearer's body movements, leaving both hands free. Jet-packs are intended for sports and recreational use inside vast Aerodomes. Although using a jet-pack on the street (or rather, in the air) is not officially illegal, dangerous flying is, and any jet-packer who gets in the way of hover traffic is very liable to be arrested. Jet-packs may move, climb, and dive like normal Hover vehicles (see the section in the Judge's Manual for more details).

Target Size Normal

Full Speed 65kph
Max Speed 50m/R
Acc/Dec 25m/R
Stop 25m/R

Random Hit	Target Point	Size	Armour
01-10	Fuel Storage	Small	None
11-30	Non-vital Component	Small	None
31-50	Vital Component	Small	None
51-00	Wearer/Occupant	Normal	None

Medi-Pack

A standard piece of a Judge's equipment, the Medi-Pack contains different types of dressings and drugs, to provide limited medical help in the event of injury. Used without any other medical equipment by a character with a *Med Skill* of at least 10, it will confer a +10% bonus to their *MS* when giving treatment. The Pack also contains broad-spectrum allergy pills, which nullify the effects of any possible allergic reactions (95% chance). It also carries anti-rad pills, which reduce the strength of a Rad attack by 2 levels. There are also standard anti-biotics, which have a 50% chance of nullifying the effects of most non-specific diseases; and a 50% chance of at least saving a character's life if he should succumb to a deadly (possibly fatal) disease.

It will take 1 Action to remove the Medi-Pack from its pouch, at least 1 Action to choose and find the right medication, and (at least) 1 Action to administer a specific treatment.

A Medi-Pack is a Small Target, and any hit on it will destroy its contents.

Micro-Vid Radiophone

This high-tech hand-held device acts as a two-way radio and Tri-D receiver, with both sound and vision being received. They cannot, however, be used to play vid slugs, cassettes, or cartridges. It will take 1 free hand to hold the machine, and 1 Action to turn it on or off. Changing from radio to Tri-D takes 1 Action, as does changing channel.

Target Size Small

Random Hit	Target Point	Size	Armour
01-07	Non-vital Component	Small	None
08-00	Vital Component	Small	None

Personal Armour

Armour is worn as a necessary part of a Judge's equipment, in the form of a toughened helmet and a protective suit, incorporating strengthened knee, elbow, and shoulder pads. Personal armour may also be worn by citizens as well, particularly by the CD Block Militia, who have access to helmets and shell-jackets.

The real state of the art in protective clothing is the Anti-Mugging Suit, a padded suit incorporating a helmet, solid metal implants, sirens, flashing lights, and vicious spikes which can severely injure the careless attacker. The legality of such suits is questionable, and often changes, but they are currently permitted (though you may wish to change this). The tap-gangs (muggers) responded to such measures, however, by introducing their own Anti-Anti-Mugging Suits, made from sportswear and plasteen strips, and incorporating helmets and thick (anti-spike) padding.

These are the Armour Protection values for standard examples of each type of Personal Armour:

	Helmet	Shell-jacket	AntiMS	AntiAMS
Head	50%	—	50%	50%
Chest	—	25%	30%	25%
Abdomen	—	25%	25%	None
Arms	—	—	20%	None
Legs	—	—	25%	10%

Characters wearing shell-jackets may perform a maximum of 3 Move Actions per Combat Round; characters wearing Anti-Mugging Suits may perform a maximum of 2 Move Actions; characters in Anti-Anti-Mugging Suits are not penalised. It will take a character twice as long as normal to retrieve an item of equipment from under armour (eg a gun in an underarm holster under a shell jacket).

Pollution Meter

The Judge's pollution meter is a comparatively simple hand-held device, similar in appearance to the *Birdie Lie Detector*. It is used to detect the level of pollution in the air; air pollution is a very serious offence in Mega-City One, and anyone breaching the tough Clean Air Laws can expect a heavy sentence.

Using a pollution meter will take 1 entire Combat Round, though only require the expenditure of 1 individual Action. Readings can be made of either a particular individual within 5 metres, or of an area 5 metres around the Judge. Readings from the meter are only 50% accurate; the Judge must also apply his skill and experience to taking readings, and add his *Street Skill* score to this basic chance. The attempt should be rolled, *in secret*, by you and not by the player.

Target Size Small

Random Hit	Target Point	Size	Armour
01-15	Non-vital Component	Small	None
16-00	Vital Component	Small	None

Radios

Hand-held two-way radios are used by many of the city services; as well as the Judges, there are the Citi-Def, robotaxis, and many others. Private citizens often own them too, and they are an essential item of a Perp gang's equipment. These radios can both receive and transmit signals; it takes 1 Action to turn the device on or off, and requires 1 free hand to use. A number of radios may be set up, to create a closed network between a number of individuals scattered around the Sector.

Target Size Small

Random Hit	Target Point	Size	Armour
01-05	Non-vital Component	Small	None
06-00	Vital Component	Small	None

Rad-Suit

A Rad-Suit is a totally enclosing all-over suit, incorporating air-filters and independent life-support systems. Rad suits cannot be penetrated by any air-borne disease, and they will greatly reduce the danger of radioactive contamination. A character may speak and hear through a suit perfectly normally, and it does not inhibit their Actions in any way.

It will take 5 Combat Rounds to put on (or remove) a suit, once it has been removed from its storage (2 Actions). The 'suit packs away into a container, about 15 cm square and 3 cm thick (effectively, a Small Target, should it be shot at in this state). Whilst the suit is being worn, any hits on the character will first penetrate the suit. It offers no protection for its wearer, and any wounds received by the character will also result in the Rad-suit being torn, rendering it all but useless.

Respirator

Respirators are fitted into every Judge's helmet (situated on the crown when not in use), but are also available to citizens as simple face-masks. Putting on or taking off a respirator will take 1 Action, and require both hands (Judges need only use one hand, however, due to the location of the respirator). A respirator is 99% effective at filtering out all harmful gases and pollution (since 00 is always a fail, of course).

Target Size Small

Random Hit	Target Point	Size	Armour
01-17	Non-vital Component	Small	None
18-00	Vital Component	Small	None

Snuffler

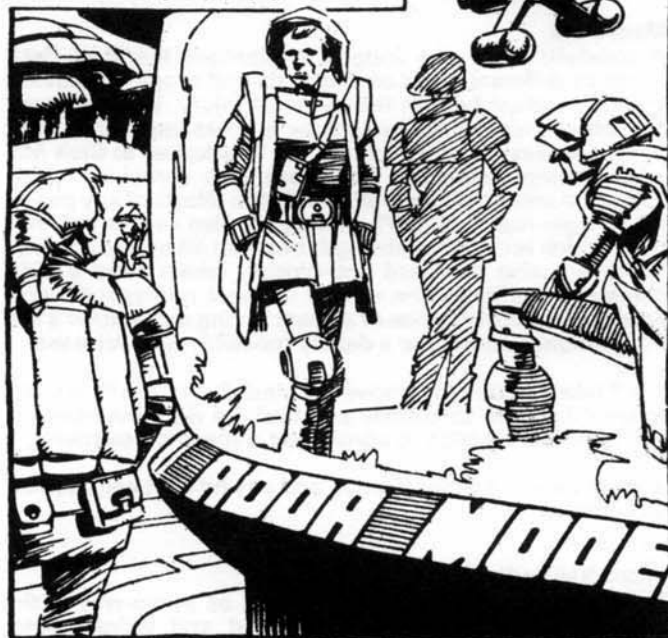
A snuffler is designed to take samples of soil, dust and debris from the scene of a crime or accident. It slowly moves across the designated piece of ground, sucking surface materials into its body, where the material is analysed and stored in sealed bags. If any surface pollutants, radioactive traces, or biological contamination is detected, the machine will flash a warning light, and store the find in a separate bag. The machine is highly successful at recording all the details of a crime; even sweat can be stored as a Sweat Trace, and retained for chemical analysis. Footprints and other markings are retained as Tri-D images as well as being picked up, so their original positions can also be studied. Its analytical faculties are rather vague; it will separate matter into 'Toxic', or 'Bio-Matter', but it will require an *Analyse Chemical* ability and a fully-equipped laboratory back at the Sector House to delve further.

Snufflers are operated by a controller, usually a *Tech-Judge*, who will walk behind the unit, controlling it with a small hand-held box, connected by cable to the Snuffler. Turning a Snuffler on or off takes 1 Action (though setting it up in the laboratory for a day's work can take an hour), and it can Move at 2 metres per Combat Round. A snuffler and its operator are considered separate targets in the event of combat.

Target Size Small

Random Hit	Target Point	Size	Armour
01-45	Non-vital Component	Small	10%
46-00	Vital Component	Small	10%

BUT AS THE SUSPECT BEGINS HIS MORNING STINT AS A SHOP WINDOW DUMMY AT ADDA MODES, LITTLE DOES HE DREAM THAT SPY-IN-THE-SKY CAMERAS ARE RECORDING HIS EVERY MOVE -



Spy In The Sky Camera

Even with the hundreds of *Street Cameras* dotted everywhere, it is not possible for MAC to keep the whole of Mega-City One under observation. As a result, the Justice Department also use flying surveillance cameras, which patrol the skies, looking out for any incident which might provoke a crime. Directed by MAC, they can pursue a fleeing Perp, or hover over a hideout, often unseen by the Perps inside.

Riot Foam

Riot foam, or the *Mega-City Boot*, as it is sometimes called, is a major weapon in the Justice Department's crowd control armory. The foam is kept under high pressure, and once sprayed over a rioting mob will react with the air, to quickly harden. Anyone trapped in the foam can breathe, but that's about all! They cannot perform any Actions except speaking, and can only wait for a Justice Dept Riot Squad to come along and cut them out with special Foam Cutters.

Foam is treated in exactly the same way as any other shooting weapon, except that Aiming is not possible. It has a 5 metre burst radius, but requires just one roll (on the most central target) to determine whether it has hit. Anyone hit is automatically trapped; anyone not is assumed to be using Move Actions to roll or run out of the way. The foam will harden within 2 seconds, forming a small hill, which may be used as cover as required.

Each cylinder of Riot Foam will contain enough for three bursts. A Man-Pack foam projector (which looks similar to a flame-thrower) has one cylinder; a Riot Foam Cannon has 6 cylinders.

A moving vehicle hit by Riot Foam will only be stopped if it is travelling within its *Maximum Stop Speed*; otherwise, it will suffer 1 automatic hit, and *Control Loss*.

Maximum Range	Foam Cannon — 80 metres Man-Pack — 20 metres
Ammunition	Foam cylinders, with 3 bursts each
Reloading	Foam Cannon — 3 Actions to switch cylinders Man-Pack — 2 Actions to remove cylinder, 2 Actions to replace
Special Burst	See above
Target Size	5 metre radius Cannon — Normal Man-Pack — Small

Target Size Small
Full Speed 350kph
Max Speed 100m/R
Acc/Dec 50m/R
Stop 50m/R

Random Hit	Target Point	Size	Armour
01-25	Non-vital Component	Small	None
26-00	Vital Component	Small	None

Street Scanner

This device is used by Justice Department Tech Squads to identify the source and direction of illegal broadcasts, unusual electro-magnetic disturbances in the atmosphere, or the presence of air pollution. The unit is fairly heavy, weighing around 25 kilos, and requires two hands to operate it (they are usually placed on a table or other convenient surface, or suspended around the neck on a strap). Turning the unit on or off will take 1 Action each, and operating the device will require the expenditure of 1 Action by the user. He may use the machine in any 1 of its functions in a particular Combat Round, but must expend a further 1 Action to switch to another mode at the beginning of the next Combat Round.

Mode One: The street scanner can be used to determine the approximate strength, direction and distance of any illegal radio or Tri-D broadcast. The operator must roll his *Tech Skill* as a percentage to initially locate the signal in question, rerolling next Combat Round if he fails. Once identified, you will have to give details of the signal, as you have decided.

Mode Two: The scanner will pick out local sources of electro-magnetic disturbance within 240 metres. Such sources include all operating machinery, radios, and other electrical devices. This may be useful in locating bombs in unusual or hidden positions by their electrical timers, for example. The operator should make his *Tech Skill* as a percentage to differentiate between the various signals and find the one being sought.

Mode Three: The street scanner may also be used to measure and identify local air pollution (ie, within 30 metres of the unit). This is automatic, and does not need a *Tech Skill* check. Determining the direction of a pollution's source will need a *Tech Skill* check however, rolling as a percentage as usual.

Target Size Small

Random Hit	Target Point	Size	Armour
01-35	Non-vital Component	Small	10%
36-00	Vital Component	Small	10%

Street (Security) Camera

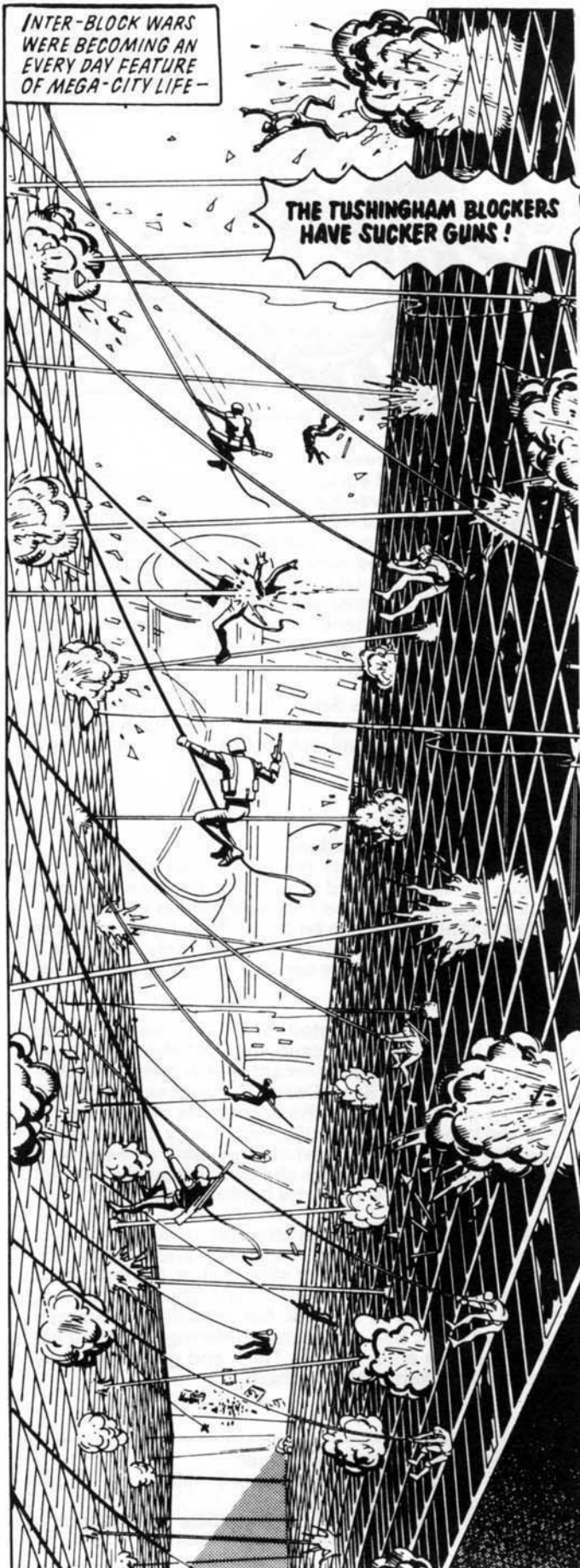
Most Mega-City streets are monitored by MAC, the Justice Department computer, by means of security cameras mounted on poles at strategic points. Any untoward happenings will be noticed, and brought to the attention of nearby Judges. Events are recorded on vid-slugs too, so an investigating Judge can follow up the case with almost a first-hand view. (Also see *Spy-In-The-Sky Cameras*.)

Target Size Small

Random Hit	Target Point	Size	Armour
01-22	Non-vital Component	Small	None
23-00	Vital Component	Small	None

INTER-BLOCK WARS
WERE BECOMING AN
EVERY DAY FEATURE
OF MEGA-CITY LIFE—

THE TUSHINGHAM BLOCKERS
HAVE SUCKER GUNS!





Suction Boots and Gloves

By using such items of equipment, characters (particularly burglars) can traverse vertical surfaces with ease. A character using this equipment may make only 1 Move Action per Combat Round when on a vertical wall, though he may cross horizontal surfaces without penalty. Putting on or taking off *each* sucker will take 1 Action (there are 4 suckers, one for each limb). A character scaling a wall in this manner may move and use 1 hand during that Combat Round; alternatively, they may remain stationary and use both hands.

Each sucker counts as a Small Target, and any hit on a sucker will destroy it. Note, however, that as each sucker is mounted on a limb, it will not normally be eligible as a target anyway.

Sus-An (Suspended Animation)

In Mega-City One, it is only the poorest people who die. Those rich enough to afford the service are instead placed in a sus-an chamber, where they will remain until the ailment that is killing them can be cured. Their body functions are slowed down so that 1 year (real time) only counts as 1 day (physical time), and they can be kept frozen like this for many centuries.

Sus-an parlours are operated on a commercial basis throughout the Mega-City, occupying a whole commercial City Block; a famous establishment of this type is Forever Towers, Home for the Semi-Dead. The Judges, too, maintain Sus-an units, usually in the basements of their Sector Houses and known as *The Vaults*. Here, badly injured Perps are kept 'on ice' until a time when they can be healed and are able to face sentence. Each chamber is usually just one of hundreds of drawers in a large bank of them.

It will take 2 Actions to open a chamber using the correct punch-code (auto-keys may be used) and sliding the chamber open, and 1 Action to slide it shut. Defrosting an open chamber will take 3 Game Turns to consciousness level, and 10 Turns to recover full mobility. Occupants brought back out of Sus-an will start suffering from their ailments or wounds after 1 Game Turn, and great care may well have to be taken not to kill them.

Target Size Bank of them is Normal
Individual chambers are Small

Random Hit	Target Point	Size	Armour
01-15	Non-vital Component	Small	10%
16-95	Occupant	Small	10%
96-00	Vital Component	Small	10%

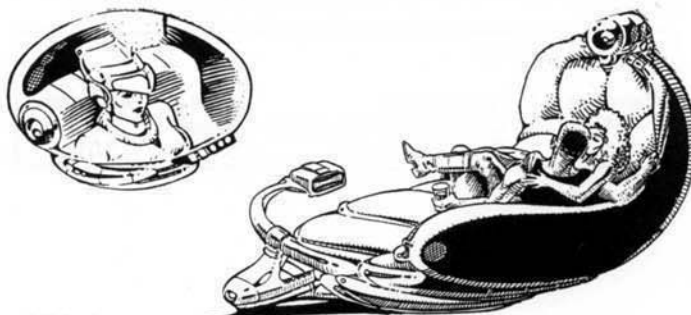
Tri-D Hologvision

Mega-City One has hundreds of licensed Tri-D TV stations (312 at the last count), and many more short-lived pirates too. Programs run 24 hours, and watching the vid is a major pastime for most citizens. The receiver is a standard vid-screen, which can range in size from hand-units a few centimetres across, to giant wall screens. As the name suggests, hologvision delivers a 3-D image rather than the standard flat screen image. This makes it useful in crime surveillance as well, as very accurate reconstructions can be made from Tri-D shots.

It takes 1 Action to turn a unit on or off, or to change channel. Apart from receiving programmes from the commercial stations, the units can also be used to play pre-recorded cassettes, vid-slugs, and security camera cartridges. It takes 1 Action to insert such a tape, which also automatically turns the machine on. All Tri-D units have rewind, fast forward, freeze frame, variable speed, and picture search controls as standard.

Target Size Small

Random Hit	Target Point	Size	Armour
01-25	Non-vital Component	Small	None
26-00	Vital Component	Small	None



Vid-phone

Vid-phones are very common public facilities, and nearly all homes have private units too. The units transmit sound and vision, and work by radio signal rather than buried wire, but in general they are very similar to 20th Century telephones. It takes 1 Action to activate a phone, 1 Action to dial the number (and 1 more Action to insert the 1 Cred coin when using a public booth). The screen picture can be turned off on many private models, but not on public vid-phones.

Target Size Small

Random Hit	Target Point	Size	Armour
01-25	Non-vital Component	Small	None
26-00	Vital Component	Small	None

MUTANTS

Following the Atomic Wars in 2070, the heartland of North America became a dangerously contaminated radioactive desert, the Cursed Earth. The effect of all this upon the isolated communities of surviving humans was dramatic, giving rise to many mutants. Many of the few surviving animals were also affected, and strange creatures began roaming across America.

Mutations are not always outward, but all Muties are considered a hazard to the Mega-City's gene pool. As a result, they have no citizen's rights in Mega-City One, and are actually banned from it. In 2108, however, there are many who have sneaked through ruined sections of the Cursed Earth wall, and are hiding out in ruined Blocks and Slummie-towns. Many are drawn to the relative comfort and affluence of the Mega-City, usually disregarding their own strange abnormalities, mistakenly believing they won't be noticed in the bustle of city life.



In the Cursed Earth, there are many areas ruled over by Mutie gangs; these tend to have a long-running resentment of the 'Norms', hiding away in their Mega-City. Although most restrict this to simply capturing and murdering any Norms who cross their path, some harbour ambitions of leading an assault on Mega-City One themselves. Such incursions rarely succeed, if only because of the size of the enormous plasteen Mega-city walls, and their deadly laser defences.

Creating Mutants

Muties are treated exactly the same as human characters, with their own statistics; when generating them, you may either use the charts below to randomly produce them, or alternatively invent features of your own devising to create even more individual mutations.

From the following charts, you can create typical humanoid-based Mutants. More experienced Muties can be created by adding so many D10 to the *Initiative* and *Skill* scores.

	S	I	CS	DS	TS	SS	MS	PS
Mutant Typically	D3	3D10	4D10	D10	D10	D10	D10	D10
	2	15	20	5	5	5	5	5

To determine the number of mutations, roll D6-1. A score of 0 indicates that no significant attributes are present. He is still considered to be a mutant, and may have a slightly 'odd' look, or abnormally coloured skin or eyes, but these do not affect his characteristics. If you wish, you may determine exact details of these minor mutations by rolling up a mutation, as below, but not applying any modifiers from it.

You should deal with each mutation in turn, rolling first for the *Body Feature Affected*, and then for the particular *Mutation* present, rolling a D100 in both cases.



Body Feature Affected	
01-10	Whole Head
11-13	Both Eyes
14-15	One Eye
16-20	Nose
21-23	Mouth
24-25	Teeth
26-27	Both Ears
28-30	One Ear
31-34	Neck
35-41	Chest
42-46	One side of Chest
47-49	Stomach
50-52	Back
53-55	Both Arms
56-58	One whole Arm
59-60	Elbow
61-63	Arm from the Elbow
64-65	Both Hands
66-68	One Hand
69-70	Fingers (D10 of them)
71-75	Both Legs
76-80	One Whole Leg
81-83	Knee
84-88	Leg from the Knee
89-93	Both Feet
94-97	One Foot
97-00	Toes (D10 of them)

Mutation

01-12	Feature absent
13-23	Feature expands (D3 times)
24-35	Feature has unusual skin texture
36-45	Feature moved onto another (random) feature
46-56	Feature present but useless
57-68	Feature re-aligned at a strange angle
69-79	Feature replaced by animal equivalent
80-89	Feature shrinks (D3 times)
90-00	Multiple feature (D3 of them)

(Note: Your die rolls may occasionally result in an unsuitable or unworkable mutation; you are at liberty, in such cases, to re-roll the mutation, the part affected, or all three, as you wish, or choose a more appropriate alternative.)



Feature Absent: Depending upon the feature affected, this will affect the mutant's ability to see, think, handle a weapon, move, or whatever. A mutant with only one effective arm may only use pistol weapons, and may not climb a wall or rope. A mutie with only one effective leg will Move at half the usual human rate.

Feature Expands: The feature indicated has grown to a larger size than normal. Roll a D3 for the number of times again the feature is larger than usual. The expansion will not apply to other parts of the mutant's body not indicated; thus, for example, a large-backed mutant will be bent over, by the broadness of his back, and so on. Expanded hands may not be able to hold normal-sized equipment, but remember that a large *Strength* is required to lift larger items, no matter how large a mutant's hands are, for example. A mutant with hands at 'x3' will add +1 to his Effect Modifier for Hand-to-hand Combat. A mutant with both legs expanded to 'x3' will add another 2 metres to every Move Action.

Feature has Unusual Skin Texture: The feature indicated is covered with skin or hair of one of the following textures (D6):

1. Feathers, like a bird's
2. Hairless, and totally smooth
3. Horny (20% Armour protection)
4. Scales (10% Armour protection)
5. Thick forests of tangled hair
6. Warty (and very unpleasant!)

Feature Moved: The feature rolled is simply re-located on another (randomly rolled) feature. This may pose problems or benefits, depending upon the feature and its location. Legs moved elsewhere may well affect posture and movement rates, but the wide-ranging nature of this mutant means you must decide the particular restrictions yourself, based on the circumstances.

Feature present but useless: The body feature indicated is normal size, but is totally useless; in some cases it may look perfectly normal, whereas in others it may be withered and twisted (you should choose which). For the disadvantages of having useless limbs, see *Feature Absent*.

Feature re-aligned at a strange angle: This means the feature in question is turned away from its usual direction, and sticks out at a weird angle. This will not affect the mutant's characteristics, but angled legs will halve movement rates.

Feature Replaced by an Animal's Equivalent: The body part rolled is human sized, but has been replaced by that of another creature. Roll a D6 for the creature's type, then pick a creature of your choice:

1. Arachnid (eg Spider, Crab)
2. Bird (eg Chicken, Eagle)
3. Insect (eg Praying Mantis, Fly)
4. Mammal, large (eg Horse, Rhino)
5. Mammal, small (eg Dog, Rabbit)
6. Reptile (eg Snake, Lizard)

Feature Shrinks: The part indicated is shrunken. Any feature reduced by 'x3' is considered totally unusable. There is no corresponding loss of *Strength* for smaller body parts.

Multiple Feature: The mutant has developed duplicates of the particular feature rolled. This may make it possible for him or her to do more than one thing at a time. A mutant with extra arms may perform 1 extra Action per (extra) arm each Combat Round. A mutant with extra heads may speak or observe with each head as just 1 Action (they may also talk to each other!). If you wish, the multiple feature may not be in the same location as the first one (or two); re-roll for a random location of this extra body part.

Weapons and Equipment for Mutants

You should use your discretion when assigning weapons to your Muties; usually, there will only be light weapons available, often old or crudely made, because most weapons will be totally unavailable in the Cursed Earth. Alternatively, roll on *Weapon Table 1* in the section on *Perps and Crimes* earlier.

Sample Mutants

Here are two typical mutants, as examples of the type of creations the Mutant Generation tables can produce.

Mutant 1 (since mutants are normally named after their mutations, we won't name him until later), is a rather typical mutant, if there is such a thing, with characteristics rolled up as follows:

	S	I	CS	DS	TS	SS	MS	PS
Mutant 1	2	11	13	2	7	15	4	6

Rolling for the mutations, we get a roll of 3, which indicates 2 mutations. The first is rolled, on a D100, as affecting Both Eyes on the chart; the second roll, for the type of mutation, indicates a Multiple Feature. Rolling a D3 for the number of duplicates, a result of 1 gives us a mutant with 2 pairs of eyes! The second mutation is rolled as affecting One Whole Leg, and the mutation itself is Unusual Skin Texture. A 4 on a D6 indicates that the leg is covered in thick, matted hair.

Thus, with just a few dice rolls, we have Four-Eyes Southlander, a Mutie from deep in the heart of the Cursed Earth. He has two sets of eyes, one directly above the other in his forehead, which give him his nickname, as well as a rather peculiar left leg, which is covered in thick black hair.

Mutant 2 is an older, more experienced Mutie, who has developed somewhat in her skills:

	S	I	CS	DS	TS	SS	MS	PS
Mutant 2	3	23	29	8	5	18	14	8

She has only one mutation; the first die roll indicates her Teeth, the second that the Feature expands. Adding a little imaginative background, we have the following:

Jemma Dog-tooth is that rare mutant, in that she is old; most never reach middle-age, either from genetic defects or, more probably, the incessant inter-tribe warring and the harsh land they live in. She gave up on mutant-kind a long time ago, and settled down in a shack on the fringes of the wasteland, where she ekes a bare living out of the desolate soil. She is a stooped old woman, rounded with age, and looks remarkably human, were it not for the give-away tusks that protrude about 6 centimetres from her lower jaw.

Mutant Animals

These can be generated in exactly the same way, but rolling on their particular Hit Location tables rather than the humanoid-based one above. The mutated features act in the same way as above; there may be some, however, which you will have to adjust to the particular creature.



PLANTS

Out in the Cursed Earth, and in the Mega-City Zoo, there are many weird and wonderful plants. Presented here as examples are three typically deadly species, which may be found in the Zoo, in the private greenhouses of a collector, or deep in the Cursed Earth.

Bloodplant

This strange plant is more animal than vegetable in its habits, which can be downright nasty! Although immobile, its 10D10 octopus-like tentacles can pick up any object weighing up to 300 kilos (this obviously includes people!). In the centre of the plant, there is a large beak-like structure, which will dismember any animal tissue, tearing it into small strips ready to be ingested by the mass of digestive filaments which surround it.

When in captivity, the Bloodplant is kept inside a sound-proof container, because of its most deadly weapon, an intensely haunting and hypnotic cry which it uses to ensnare its prey. No one can resist the call of a Bloodplant, and will instantly start walking towards the plant, smiling inanely and murmuring things like, 'Ooh, isn't the plant lovely...I must have a closer look.' The cry has an effective range of 30 metres, and anyone within this distance must make their *Psi Save* every Combat Round or they will succumb to the call, and may not attempt to save again, unless the creature is killed, or the sound can be stopped.

The Bloodplant will attack anyone within range of its tentacles, which are 3D10 metres long. It has one attack for every 10 tentacles, and anyone on the receiving end of a successful hit will be drawn towards the beak. Each attack costs the Bloodplant 1 Action, as usual, as does drawing a victim towards the beak.

The Bloodplant is not affected by Stuns or *Initiative* loss. Hits on the Beak or the Stem will count against the plant's *Strength* as normal, but will not do any extra damage. Wounds on a Tentacle will destroy one of them (which will still leave rather a lot of them to attack with!)

Target Size Normal to Large

Random Hit	Target Point	Size	Armour
01-05	Beak	Normal	25%
06-45	Stem	Normal	none
46-00	Tentacles	Normal	none
<i>Strength</i>	D6+1		
<i>Initiative</i>	D10 per 10 tentacles		
<i>Combat Skill</i>	15+D10 for tentacles 10+4D10 for beak attacks		

Puff Balls

These fearsome plants originate on the planet K-37, in the Neptune system. The only known examples reside in the City Botanical Dome, though it is rumoured that a collector in Texas City also has one. The plant is, properly, a fungus, and is usually made up of a group of between 3 to 12 Balls, huddled together in sticky clumps. Each Puff Ball is a large white sphere, up to as much as 7 metres high.

The fungus is dependant upon dead animal or vegetable matter for its survival, but unlike most plants it doesn't simply wait for dinner to come along. Instead, the Puff Ball will grow over any other plant near it, and will attack any animal that comes within 10 metres. It does this by firing millions of minute stinging spores. These penetrate the victim's body, and within D4+1 Game Turns will begin to grow, causing 1 automatic hit every Combat Round. Once the victim dies, he will be taken over by the spores in D6+1 hours, and the new Puff Ball will be fully grown after 24 hours.



The Puff Ball is a normal sized target, with no armour, and all hits will land on its 'Body'. The plant will not be affected by either Stuns or *Initiative* loss. It will not take Personal Damage from Wounds, but loses *Strength* points until it dies, as usual.

	S	I	CS
Puff Ball	D6+1	2D10	10+2D10*
			*spore firing only

Snappers

Snapper plants look like Venus Fly-traps, but *huger!* The plant, which grows naturally in the Cursed Earth, consists of a mass of leafy foliage, and D6 Leaf-Jaws, large floral man-traps that can easily hold a fair-sized human being (and often do!). The Snapper has a limited ability to actually move these traps around, giving them a grabbing range of 4 metres. It also has amazing regenerative properties, and once fed can quickly produce new offspring. Each man-sized meal will give rise to D6 young plants which will grow on individual shoots up to D6 metres away. Young plants take 2D6 hours to reach full maturity, though they can attack at half damage after half this time.

The Leaf-Jaws can sense any prey which comes too close, and will always attempt an attack. Each Leaf-Jaw is treated like a separate entity as far as Actions and attacks are concerned. Any successful hit will result in capture for the victim, and only the death of the individual Leaf-Jaw will release him. These hits also cause normal damage. Once the Leaf-Jaw trap has closed, the plant will automatically inflict a further hit every Combat Round, until its victim dies and can be ingested.

Hits on Foliage are disregarded, as all they do is dismember a few bushy leaves. Each Leaf-Jaw is unaffected by Stuns or *Initiative* Loss, though Wounds give the usual *Strength* loss.

A person trapped inside a Leaf-Jaw can also attack the plant holding him, if he saves against his *Initiative* every Combat Round. If successful, he may automatically hit the Leaf-Jaw without having to aim; if he fails the saving throw, he is overcome by the digestive juices of the Leaf-Jaw, and may not try again.

Target Size Normal (each Leaf-Jaw)

Random Hit	Target Point	Size	Armour
01-50	Foliage	Normal	none
51-00	Leaf-Jaw	Normal	none
Snapper	S D3* I 10+D10* CS 10+2D10*		
	*each Leaf-Jaw		

POISON

This section is included here should you wish any of your Perps to use poisons of whatever type. Judges *never* use poison of any type, and you should enforce this rule strongly should the instance arise.

Also included here are rules for Radiation, a far commoner form of poisoning in post-war Mega-City One and the Cursed Earth.

Deadly Poison

Deadly Poison is used to describe any poison that is able to kill its victim, rather than simply paralyse or knock them out. The strongest types of poison are used by criminals in deliberate attempts to kill their victims; a number of animals also have natural poisons, which come under this heading. They can be Contact Poisons, smeared on knife blades, door handles or stings; or they may Ingested Poisons, slipped into drinks or inhaled from the air; each of them work in much the same way.



Deadly poisons cause D6 automatic hits, each with a +3 Effect Modifier. There is no saving throw, but prompt medical attention may save the victim's life.

Paralysing Poison

This poison was the speciality of the infamous Fink Angel, but has also been used by many other Perps. Anyone hit by the dart or knife carrying this poison must save versus their *Initiative* as a percentage, or suffer sudden and complete paralysis for 10D6 Game Turns. There are no extra effects from the hit itself, and armour will offer its protection as usual.

Poisoned and Contaminated Food

Contaminated foodstuffs are sold on the thriving black market, where they are bought by poor and starving Slummies. Anyone eating contaminated food must make an instant roll on their *Initiative* as a percentage in order to remain unaffected. People affected will take D6 automatic Stuns,

and one automatic hit, and will do so, every Game Turn, for the next 2D6 Game Turns.

Poison Gas

During the Apocalypse War, the use of Poison Gas by the Sovs in attempts to subdue Mega-City One were widespread, despite being against recognised wartime conventions. In the post-war Mega-City, unexploded shells and caches of grenades are always being discovered, and there is a thriving underground market in the weapons.

Typical gas weapons will have a 5 metre burst radius. Anyone breathing in the gas will take D6 automatic Stuns, and 1 automatic hit; armour has no protective effect. For every extra Combat Round that they stay in the burst radius, they will take 1 extra automatic hit.

Poison Gas will disperse at the end of a Combat Round on a D6 roll of 6, or after 2 Game Turns in any case. Respirators will protect anyone in the area from all effects of the gas 99% of the time (a roll of 00 will be a failure, as always, and the gas will get through).

Radiation

Many parts of post-war Mega-City One are still dangerously radioactive, and the Cursed Earth is deadly with it. Each radioactive source is graded from 1 to 10 according to the strength of the contamination (you may wish to roll a D10, or choose for yourself). A rad source will affect anyone within $10 \times \text{Rad Level}$, in metres. The Rad Level is equal to the number of 'attacks' the radiation will deliver, and $100 - (\text{distance in metres})$ gives the effective *Combat Skill* needed to affect the irradiated victim.

Gamma radiation will penetrate a sealed vehicle or building, unless they are very thick-walled, with lead cladding and other anti-nuclear measures. Gamma radiation is present in a Rad attack of strength 7 to 10. Lead-lining and thick walls will reduce the strength of a rad attack by 3 Levels.

In a weaker attack, the danger is likely to be from radioactive fallout. This usually takes the form of minute irradiated particles which are blown on the wind or carried by rain. Thick walls and radoraks (anti-radiation suit) offer some protection. A building will reduce the Rad Level of a weak radiation attack by 2 Levels; a radorak or similar Anti-rad suit will reduce the rad by 1 Level. Specially formulated Rad-pills will reduce the level of the attack by 2 (each Medi-kit has supplies of these).

If the rad attack rolls indicate a hit, the character is contaminated, and will gradually develop radiation sickness. In Mega-City One there are special anti-rad facilities in all the hospitals to deal with radiation sickness. Treatment will last 3D6+2 days, during which time the patient will be kept in an isolated bubble, but will be free to move around inside it.

If there is no hospital nearby (and treatment *must* start within 12-Rad Level hours), such as in the Cursed Earth, the character will start suffering from the sickness. After the required treatment time has expired, they will suffer one automatic hit every two hours, until they die. Normal medical treatment will have no effect, and after 36 hours there is no turning back. All people who come into contact with the irradiated victim, without the protection of a suit, may also be affected by the radiation. Check for contamination as above, at 1 Level less than the original attack.

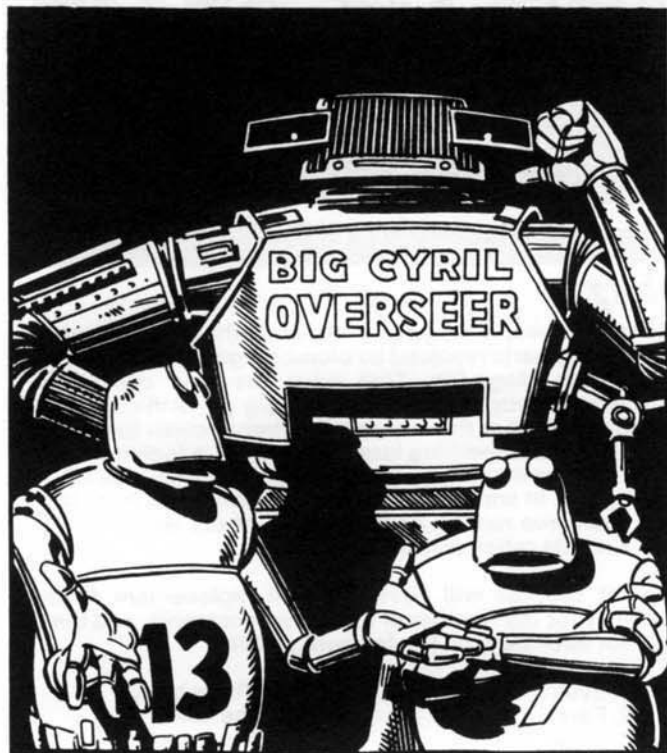
Needless to say, radiation can be a very deadly enemy to anyone moving around the ruined sectors of the Mega-City or the Cursed Earth. Judges and most citizens will know where the rad-pits are, and will be able to recognise the approach of a Rad-storm, and take appropriate action. Do not underplay the effects of radiation, but use it sparingly and subtly.

ROBOTS & DROIDS

In the 22nd Century, robots come in all shapes and forms, from small robo-vac cleaning units to vast war-machines hundreds of metres high, and during the course of an adventure your players could meet any one of them. Bearing in mind the immense variety in designs, however, we present just a few sample types here. Should you wish to use a type of robot not detailed, you should be able to create it yourself using these Profiles as examples. To make a robot larger, simply increase its size, the size of its Target Points, and its *Strength* score. Detailed here are various humanoid shaped-robots, a robodog, and cyborgs; other robotic units are included in the Equipment section, as they are less independent than the robots detailed here.

General Purpose Robots

The most common type of robot, the GP comes in a variety of shapes and functions, but all are based around a standard humanoid form and Profile. Other than its computer brain, the GP has no special equipment, but fitted as standard are Infra-red Vision, a Vocal Synthesiser, and a Radio Receiver and Transmitter.



It is illegal to build robots with Aggression Chips, and robots are thus unable to be commanded to fight. Some high-tech Perps have, however, devised Aggression Chips, which they have implanted in robots to use for their own criminal ends, and in Robot Fights and Robot Baiting. If you use a robot in this way in a scenario, it will fight with a +2 Effect Modifier.

All robots have characteristics, like other characters, and they will each have a personality too. Most robots are very subservient, almost unbearably so, in their manner, and virtually worship their masters! Detailed here are three different models of General Purpose Robot. The first is a standard type, used for anything from a robo-taxi driver to a doorman; the second is a robotic housekeeper/butler model, also known as a Servo-droid (Walter the Wobot is a famous example of this type); the third is an industrial 'working robot'. The Profile below is for all three robot types.

Target Size Normal

Random Hit	Target Point	Size	Armour
01-10	Computer Brain	Small	50%
11-30	Main Drive	Small	90%
31-50	Fuel	Small	90%
51-60	Right Arm	Small	75%
61-70	Left Arm	Small	75%
71-85	Right Leg	Small	75%
86-00	Left Leg	Small	75%

	S	I	CS	DS	TS	SS	MS	PS
General	3	25	5	25	25	0	0	0
Servo-Droid	3	25	5	10	35	0	0	0
Industrial	5	30	5	0	50	0	0	0

Demolition Robots

These variations on the robot theme are larger machines (standing approximately 4 metres tall, though some come even taller), especially designed for use alongside the standard Industrial Robots on Block-building gangs. Instead of their right hands they have drills, and instead of left hands they have wrecking balls. They have a +4 Effect Modifier when in combat (they do not require Aggression Chips). Demolition Robots are slow, solid, quiet machines, not prone to fits of temper.

Target Size Normal

Random Hit	Target Point	Size	Armour
01-10	Computer Brain	Small	75%
11-30	Main Drive	Small	90%
31-50	Fuel	Small	90%
51-60	Right Arm	Small	95%
61-70	Left Arm	Small	95%
71-85	Right Leg	Small	95%
86-00	Left Leg	Small	95%
	S	I	CS
Demolition Droid	5	35	50

Robodoc

The Cybercom Robotics 'Robosurgeon' unit is a highly advanced robot used in hospitals for sophisticated operations. Built around a basic General Purpose machine, they have three pairs of telescopic prehensile arms, each of which is fitted with a particular tool — drill, small scalpel, saw, forceps, cutter, and large scalpel respectively. They have very advanced computer brains, which can feed into computer data banks to get details of each individual case. They will generally only deal with severe injuries, though some are assigned to mobile ambulance units.

Target Size Normal

Random Hit	Target Point	Size	Armour		
01-10	Computer Brain	Small	50%		
11-30	Main Drive	Small	90%		
31-40	Fuel	Small	90%		
41-45	Right Arm 1	Small	50%		
46-50	Right Arm 2	Small	50%		
51-55	Right Arm 3	Small	50%		
56-60	Left Arm 1	Small	50%		
61-65	Left Arm 2	Small	50%		
66-70	Left Arm 3	Small	50%		
71-85	Right Leg	Small	70%		
86-00	Left Leg	Small	70%		
	S	I	CS	TS	MS
Robodoc	3	30	5	15	75

Robodogs

In the absence of most real dogs from the Mega-City, many companies developed fully automated Robodogs to take their place — as guards, pets, and even guides for blind citizens who didn't want bionic replacements. Loyal to the extreme, like all robots, they can nevertheless be very sav-



age if ordered to attack. As a result, a licence is needed to own them (87½ Creds a year, from the Justice Department, Pets Licensing Division). They are fitted with Infra-Red Vision and Radio Receivers as standard; more sophisticated models also have vocal synthesisers rather than the usual electronic bark feature. Their bite has an Effect Modifier of +2.

Target Size Normal

Random Hit	Target Point	Size	Armour
01-20	Computer Brain	Small	75%
21-35	Main Drive	Small	75%
36-50	Fuel	Small	75%
51-65	Right Foreleg	Small	75%
66-80	Left Foreleg	Small	75%
81-90	Right Hindleg	Small	75%
91-00	Left Hindleg	Small	75%

	S	I	CS	TS	SS
Robodog	3	40	40	15	30

Wrestling Droids

Robot fighting is illegal, but the sport still attracts many citizens, and more importantly their money. Most bouts are organised around standard General Purpose robots fitted with Aggression Chips (see earlier), but these Wrestling Droids are especially constructed. They never use weapons, but instead rely on their hands and brute strength. Their programming emphasises their aggression, making them boastful, violent, and quick-tempered. When annoyed, they will insist upon wrestling whatever, or whoever, has angered them — and from the droid's point of view, wrestling means tearing limb from limb!

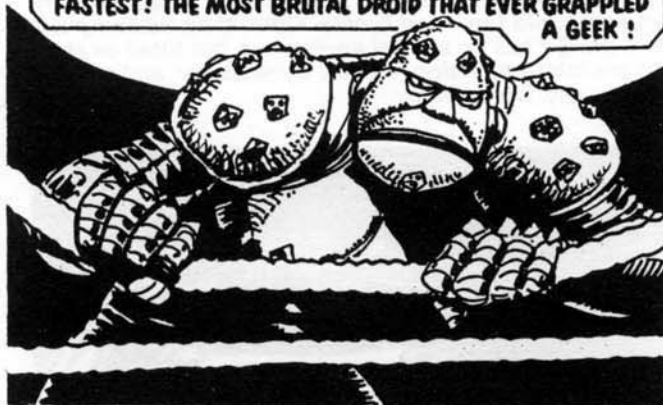
Wrestling Droids have a vocal synthesiser and Infra-red vision.

Target Size Normal

Random Hit	Target Point	Size	Armour
01-10	Computer Brain	Small	95%
11-30	Main Drive	Small	95%
31-50	Fuel	Small	95%
51-60	Right Arm	Small	95%
61-70	Left Arm	Small	95%
71-85	Right Leg	Small	95%
86-00	Left Leg	Small	95%

	S	I	CS
Wrestling Droid	6	35	35

DID YA SEE HIM CRUMBLE, YA DINGALINGS? THERE CAN BE NO DOUBT ABOUT IT! PRECIOUS LEGLOCK IS THE **PRETTIEST!** THE **FASTEST!** THE **MOST BRUTAL DROID THAT EVER GRAPPLED A GEEK!**



Cyborgs

Cyborgs are people, originally humans, who have had most of their body parts replaced by bionic surgery. Many people in post-war Mega-City One have the odd cybernetic replacement body part, but in a cyborg the artificial parts tend to outnumber the real ones! Cyborgs seem to regard themselves as something less than human, a feeling which seems to force them to try and be accepted as normal, complete beings. In some cases they go to great lengths to disguise their true nature, as in the case of the leader of the Neon Knights robot-smashing vigilantes.

Different cyborgs will have different replacement parts. Roll D6+2 for the number of bionic replacements, and then a D20 for each part, on the following table:

- | | |
|---------------|-------------------|
| 1. Eyes | 11. Whole body |
| 2. Ears | 12. One hand |
| 3. Nose | 13. One forearm |
| 4. Mouth | 14. One whole arm |
| 5. Whole face | 15. One foot |
| 6. Whole head | 16. One calf |
| 7. Heart | 17. One knee |
| 8. Lungs | 18. One lower leg |
| 9. Chest | 19. One thigh |
| 10. Stomach | 20. One whole leg |

These bionic parts will add special functions and unusual features (though not all will give bonuses). Modify a standard human profile, according to the cybernetic parts present.

- Eyes:** Give Infra-Red Vision; more advanced eyes feature X-Ray Vision too (at your discretion).
- Ears:** Exemplary hearing, giving +15% to a Listening roll.
- Nose:** Improved sense of smell allows a +20% for detecting or analysing a strange substance.



4. **Mouth:** Features a synthetically generated voice, which can be modified to imitate another human voice with a 70% accuracy.

5. **Whole Face:** Includes features 1 to 4, and adds +25% Armour protection to the Head location.

6. **Whole Head:** Includes features 1 to 4. The computer brain adds 10% to *Initiative* and *Combat Skill*; add 50% Armour protection to the Head location.

7. **Heart:** Pulse has only one beat, not two. (One of the best ways to check if someone is a cyborg is to feel their pulse).

8. **Lungs:** Can breathe gas or poison of any sort, provided air is still present in sufficient quantities.

9. **Chest:** Includes features 7 and 8, and adds 25% Armour protection to the Chest location.

10. **Stomach:** Can digest almost anything; not affected by ingested poisons; and adds 25% to Armour protection for Abdomen location.

11. **Whole Body:** Includes features 7 to 10, and adds 1 point to *Strength*.

12. **One Hand:** Gives a +2 Effect Modifier in Hand-to-hand combat, and adds 1D4 metres to distance when throwing objects.

13. **One forearm:** Includes feature 12, and adds a further 1D4 metres when throwing an object.

14. **One whole arm:** Includes features 12 and 13, and adds a further 1D4 when throwing an object. Double climbing speed when using arms to pull himself up (no further speed increase if *both* arms cybernetic). Add 25% Armour protection to the particular Arm location.

15. **One foot:** Add half again to walking, running and jumping movement rates.

16. **One calf:** Includes feature 15, and adds 5% Armour protection to the particular Leg location.

17. **One knee:** Includes features 15 and 16, and adds a further 5% Armour protection to the particular Leg location.

18. **One whole lower leg:** Includes features 15, 16 and 17.

19. **One thigh:** Add half again to walking, running and jumping movement rates, and adds 5% to Armour protection for the particular Leg location.

20. **One whole leg:** Includes features 15 to 19 inclusively, and adds a +1 Effect Modifier to all kick attacks in Hand-to-hand combat.

These are presented only as sample features; please feel free to modify, disregard or replace them, according to your needs. Reroll duplicates, or apply them to the other limb, as appropriate.

VEHICLES

There are many sorts of vehicles your players may encounter or use in the course of an adventure. Most of the major types are detailed here; feel free, though, to modify them to create more 'individual' makes and types. The first item gives full details of the Judges' Lawmaster bikes; there is an abridged version of it in *Chapter 2* of the *Judge's Manual*, but this description includes the full Hit Location profile and fuller details of the various parts of the bike. All the other items follow, in alphabetical order.

Lawmaster

The Lawmaster is the Judge's own personal transport, designed specifically to provide long range mobility, heavy back-up firepower, and vital communication links. Lawmasters have powerful computer units built into them, which not only control all the functions of the bike, if necessary, but also provide instant access to the Justice Department computer and its vast data files.

Target Size: Normal
Full Speed: 570kph
Max Speed: 480 m/R
Acc/Dec: 80 m/R
Stop: 120 m/R

Random Hit	Target Point	Size	Armour
01-10	Bike Cannon (2)	Small	10%
11-20	Bike Computer	Small	20%
21-30	Coachwork	Small	25%
31-35	Communications Unit	Small	20%
36-40	Cyclops Laser	Small	10%
41-50	Engine	Small	50%
51-55	Fuel Tank	Small	25%
56-60	Infra-Red Lamp	Small	—
61-65	Lights (5)	Small	—
66-75	Rider (Judge)	Small	25%
76-80	Steering Unit	Small	10%
81-90	Stowage Pods	Small	25%
91-00	Tyres (2)	Small	70%

If the *Bike Cannon* or *Cyclops Laser* are hit, consult the relevant entries in the *Weapons* section of this chapter for their individual profiles. The *Communications Unit* and *Computer* also have separate profiles, which are detailed below.

Manual Operation

A Judge has his own particular Lawmaster, and may ride it and use all of its equipment. Riding the Lawmaster requires the usual Drive Actions. Operating any item of equipment, or its Communications Unit, Computer, or Lights will also require at least 1 Action to activate, and 1 to deactivate. This may be achieved via a vocal order, through the bike computer. Any firing of the bike's armaments requires an Aim Action. *Target Point Fire* is not possible with either of the Lawmaster's main armaments. The *Bike Cannon* and *Cyclops Laser* may each be fired once per Combat Round (subject to their particular reloading details: see the appropriate sections).

Automatic Operation

The Judge may turn the Lawmaster onto Auto in the same way as any standard Auto Unit. This requires 1 Action, as does reverting back to Manual. Alternatively, the bike may be switched to or from Auto by a vocal order, via the bike's computer (using the usual *Speak* Action).

The steering, drive and weapons systems of the Lawmaster are turned over to Manual as soon as a Judge sits on the driving seat. A Judge may vocally or manually order the *Bike Computer* to take over any of these operations. The

Judge can only regain control of the Lawmaster by expending an Action to either vocally or manually switch it back into his control. A Judge who cannot perform any Actions, due to injury or whatever, should be allowed to order his Lawmaster to carry him away from the scene on Auto without further penalties.



Armoured Seat

The Lawmaster's seat is armour plated, with 12mm of plasti-steel, and is designed to give some degree of protection to the Judge's back.

Bike Computer

The Lawmaster's computer is its single most important feature, for it governs all of the bike's operations. The particular model used on the standard issue Lawmaster is the Synitron GK13 Auto-pilot Computer with Gyro-Logic units. It has its own personality, to some extent, and can deliver

information to its rider via a *Vocal Synthesiser*. Like any other computer or robot, it has its own characteristic scores, and these should be applied whenever the Lawmaster is running on Auto.

Lawmaster Computer							
S	I	CS	DS	TS	SS	MS	PS
—	25	30	60	30	0	0	0

Because of its vital role in the functioning of the Lawmaster, the Bike Computer also has its own profile, which should be used if the computer is hit (when using the bike's profile).

Random Hit	Target Point	Size	Armour
01-30	Non-vital Component	Small	—
31-00	Vital Component	Small	—

Communications Unit

The Likron GS4T Telecommunications Unit gives audio and visual contact with either Justice HQ or the Judge's Sector House. The unit's tele-screen transmits as well as receives pictures, and may be activated or deactivated manually or verbally (expending the usual 1 Action). There is also a hand-radio, connected to the unit with a metre of coiled cable. Fitted into the corner of the unit is the small red *Emergency* button; this is the Judge's SOS button, which immediately summons other Judges to aid the caller. This button is only used in the very last resort — your Judges shouldn't be cowards. Deal with them severely for misusing it if they cry wolf!

Random Hit	Target Point	Size	Armour
01-30	Non-vital Component	Small	—
31-00	Vital Component	Small	—

Engine

The Notron 4000cc V8 KT23 engine is the power behind the Lawmaster, and generates enough energy to run virtually all of the bike's multitude of functions. As it is so vital, it is protected behind thick armour plating.

Firerock Tyres

The Lawmaster is expected to hold its own across a wide range of road and terrain conditions, and so the large balloon tyres are reinforced with steel bands, and are virtually bullet proof as well.

Fuel Tank

Since it is the most vulnerable part of the Lawmaster, the fuel tank is hidden away in the middle of the body, and is armour-plated for extra protection. For even greater safety, the Lawmaster runs on specially formulated fuel, which is much less flammable than usual petrol.

Lamps

Each Lawmaster has 5 normal headlamps, and one special Infra-Red Lamp (for night work). The 5 headlamps are arranged in two banks: the three main lamps are sodium/quartz powered and can light up an area 5m in radius up to 75m away. The pair of secondary lamps are for use in fog and other adverse driving conditions, and are of a similar design to the two main lamps.

Stowage

The Lawmaster's stowage space consists of two large panniers which straddle the rear wheel of the bike. There is also a holster, to the right of the Fuel Tank, which holds a *Scatter Gun*. The panniers are lockable, and usually contain the following:

Non-vital Component spares for—

Bike Cannon Cyclops Laser
Bike Computer Lawgiver pistol
Communications Unit

Replacement/Spare—

Headlamps (2) Vocal Synthesiser (1)
Infra-Red Headlamp (1)

Other Equipment—

Ammunition for: Lawgiver (10 magazines); Scatter Gun Stumm Gas (6 cartridges); Scatter Gun general shots (30 rounds); Bike Cannon (6 magazines)
 Cling Net (1) Rad Suit (1)
 Cuffs (3 spare sets) Respirator (2)
 Medi-Pack (1 spare unit) Stumm Grenades (2)

Vocal Synthesiser

The Lawmaster's Vocal Synth allows the bike's computer to speak to the Judge riding it, allowing him to keep his eyes on the road, rather than having to read the information off the bike's screen. This unit can also be used in reverse, to amplify a Judge's voice like a megaphone, enabling him to be clearly heard up to 70m away.



Airbus

The airbus services in Mega-City One are regular, fast and reasonably priced. Running on all the major land and air traffic routes, these modified hover-vehicles have room for between 30 and 50 seated passengers, and a further 10 to 20 standing, plus a robotic driver. Fare payment is made by inserting the standard credit card into a turnstile feature at the entrance; the money is deducted, the card returned, and the bar moves to allow one person to enter. Airbus stops may be found all over the Mega-City, and on all levels from City Bottom roadsides to block-top hoverports.

Target Size: Normal
Full Speed: 280kph
Max Speed: 225 m/R
Acc/Dec: 50 m/R
Stop: 75 m/R

Random Hit	Target Point	Size	Armour
01-05	Auto Drive	Small	10%
06-30	Coachwork	Normal	10%
31-35	Driver-robot	Small	10%
36-45	Engine	Small	10%
46-50	Fuel	Small	10%
51-55	Lights (D6+1)	Small	—
56-65	Passengers (Occupants)	Normal	—
66-70	Steering	Small	10%
71-75	Thrusters	Small	10%
76-00	Windscreens	Normal	—

Block Buggy

Block buggies are the only vehicles allowed inside city blocks. Little more than a mobile hover-seat for one person, they are used to move about pedestrian areas and block parks. Buggies can fly, but their Climb rate is only half normal. All block buggies are city property, and damaging one, or leaving one anywhere but a buggy park is an offence. There are buggy parks in most blocks and promenades.

Target Size: Normal
Full Speed: 10kph
Max Speed: 40 m/R
Acc/Dec: 8 m/R
Stop: 18 m/R

Random Hit	Target Point	Size	Armour
01-10	Coachwork	Small	10%
11-25	Engine	Small	—
26-80	Rider	Normal	—
81-95	Steering	Small	—
96-00	Thruster	Small	—

Five-Tonne Truck

The 5-tonne truck is a small but useful vehicle combining the mobility of a saloon with some of the cargo capacity of larger Hover-tractors. These vehicles are typically owned by ordinary citizens and small businesses such as vid-repair shops, kneepad delivery services, and so on. They have a typical carrying capacity of 350-500 cubic metres.

A shot penetrating the vehicle's coachwork will count as *Wild Fire* on any cargo inside the vehicle, with results obviously dependant upon what the cargo actually is.

Target Size: Normal
Full Speed: 300kph
Max Speed: 175 m/R
Acc/Dec: 55 m/R
Stop: 70 m/R

Random Hit	Target Point	Size	Armour
01-05	Auto-drive	Small	25%
06-35	Coachwork	Normal	10%
36-50	Engine	Small	50%
51-55	Fuel Tank	Small	25%
56-60	Lights (D3+1)	Small	—
61-70	Occupants	Small	25%
71-80	Steering	Small	25%
81-90	Windscreen	Small	—
91-00	Wheels/Tyres	Small	—



Hover Car

Hover vehicles are more expensive than their wheeled equivalents, but much more efficient. Being able to fly, they can avoid much of the road congestion so common to Mega-City One, though they may have to return to earth to park (many of the taller blocks have hoverports, however). Most of the Mega-City's taxis are hover-powered, which at least enables them to deliver their passengers on time. Hover cars tend to be sleek, with gull wings and large wrap-around windscreens for maximum visibility.

The Justice Department also uses a number of smaller hover vehicles, like miniature *H-Wagons*; the profile of these vehicles will also include a Communications Unit (at 06-10 in the profile).

As with many other commercially available vehicles, there are different manufacturers and different types. The details here are of typical low, medium and high cost vehicles. The profile is the same for each.

	Scim-Speeder	Horton Flyer	Leymak Black-Shadow
Target Size:	Normal	Normal	Normal
Full Speed:	430kph	500kph	570kph
Max Speed:	200 m/R	250 m/R	300 m/R
Acc/Dec:	50 m/R	30 m/R	35 m/R
Stop:	60 m/R	70 m/R	70 m/R

Random Hit	Target Point	Size	Armour
01-05	Auto-drive	Small	15%
06-40	Coachwork	Normal	10%
41-55	Engine	Small	40%
56-65	Fuel Tank	Small	10%
66-70	Lights (D3+1)	Small	—
71-80	Occupants	Small	20%
81-85	Steering	Small	20%
86-90	Thrusters	Small	5%
91-00	Windscreen	Normal	—

H-Wagon

The H- (for Hover) Wagon is a generic term for a multitude of large hover vehicles used by the Justice Department. They are used in conjunction with *Pat Wagons*, but are usually much larger and more heavily armed. Most special back-up units come complete with an H-Wagon to speedily transport the personnel and their equipment to where they are needed. They are too large to successfully patrol many streets, but are used to survey the Cursed Earth and Black Atlantic boundaries. Most H-Wagons in active service are armed with between one and four Cyclops Lasers, and also carry personal weapons for their crew. H-Wagons have cargo bays sufficient to carry up to 1000 cubic metres (roll D10×100 or choose for yourself) worth of cargo.

Target Size: Normal
Full Speed: 570kph
Max Speed: 450 m/R
Acc/Dec: 75 m/R
Stop: 100 m/R

Random Hit	Target Point	Size	Armour
01-05	Auto Unit	Small	25%
06-40	Coachwork	Normal	30%
41-45	Communications Unit	Small	30%
46-55	Cyclops Lasers	Small	10%
56-60	Engine	Small	75%
61-65	Fuel Tank	Small	25%
66-70	Lights (D3+1)	Small	10%
71-80	Occupants	Small	30%
81-85	Searchlight(2)	Small	10%
86-95	Steering	Small	30%
96-00	Thrusters(4)	Small	10%

Standard equipment carried is as follows (you may modify this, as you see fit).

Non-Vital Component Spares for:

All equipment carried; all basic issue Judges' equipment.

Replacement Spares for:

Cyclops Laser (1); Lawmaster Communications Unit (2); Lawmaster Computer (1); Lawmaster Engine (1).

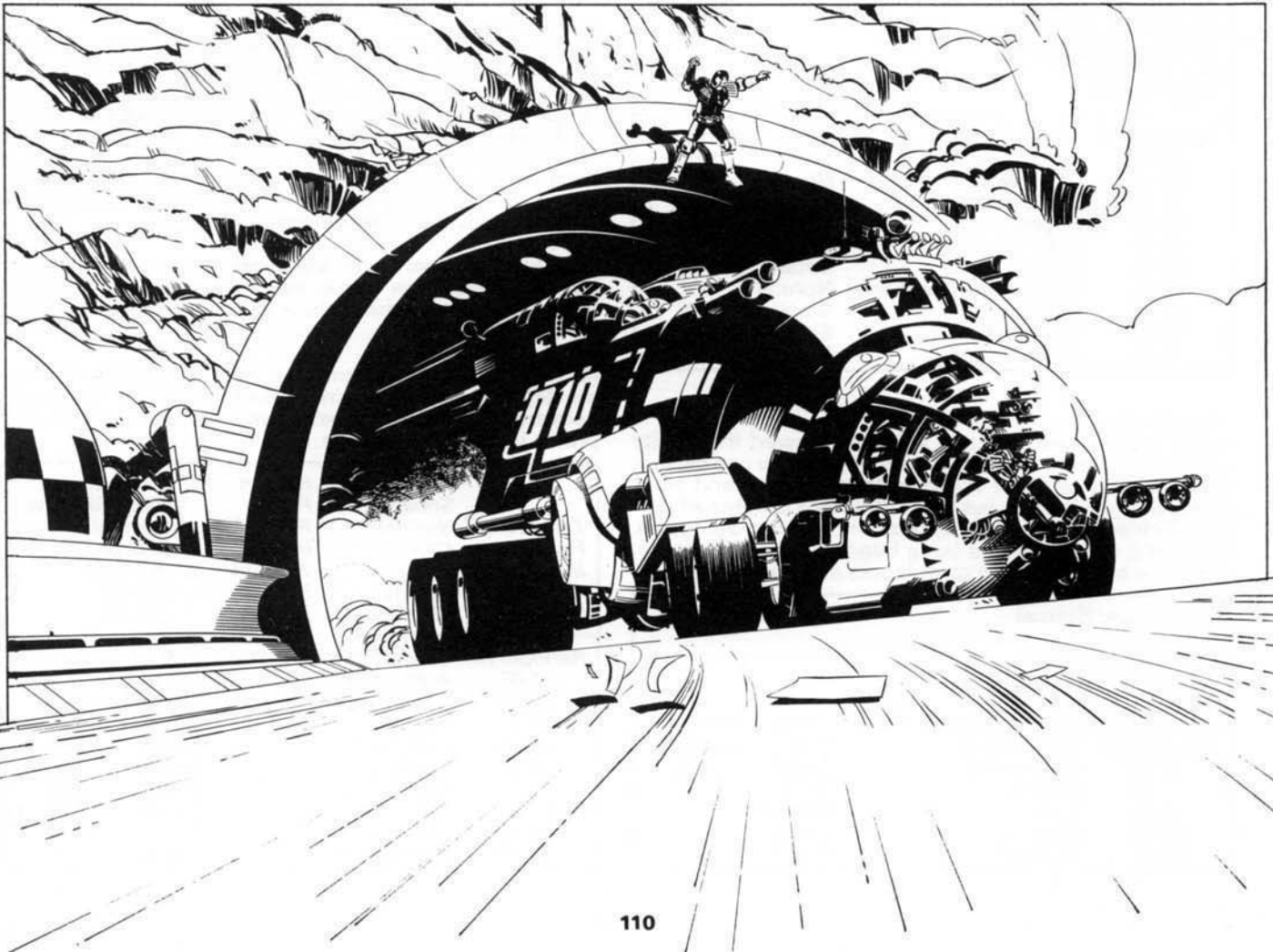
Equipment:

Ammunition for- Lawgiver (100 magazines of GP); Scatter Gun cartridges (300 rounds); Scatter Gun Stumm Gas cartridges (60 rounds); Street Cannon (100 magazines).

Cling nets (6); cuffs (100 sets); Cyclops lasers (4); Hand bombs (20); Lawmasters (2); Medi-packs (10); Rad suits (30); Respirators — mask type (30); Snufflers (2); Street Cannon — trolley-mounted, in storage (2); Street Scanners (2); Stumm Grenades (100).

Mo-Pad

The pressure on housing in post-war Mega-City One is so great that many citizens have been forced onto the Meg-ways in giant mobile homes known as Mo-pads. These mammoth vehicles circle the city's roads on auto drive, constantly moving on preset patterns controlled by the Justice Department's Traffic Control computer. Many Mo-pads are actually more luxurious than their stationary counterparts, with up to three storeys, incorporating all the usual features of a normal apartment. Some even have swimming pools and gymnasiums, and other features not usually available in the standard city hab. Mo-pads are served by Mo-shops, Mo-banks, Mo-schools, and are kept in prime order by a Big Mo, vast repair units like mobile service stations where they may refuel, be cleaned and serviced, all whilst still travelling at over 200kph!



Mo-pads are immune to most crime, but very susceptible to Street Piracy. Street pirates board and loot the higher class Mo-pads, often leaving the bodies of the owners to drive around on Automatic for years without being discovered. All Mo-pads carry a Medi-pack and a Spit Carbine; more paranoid owners can have an entire arsenal, including rad-suits, respirators, and heavier weapons.

Target Size: Normal (to Large) Full Speed: 300kph Max Speed: 200 m/R Acc/Dec: 55 m/R Stop: 75 m/R			
Random Hit	Target Point	Size	Armour
01-05	Auto-drive	Small	25%
06-60	Coachwork	Normal	10%
61-65	Engine	Small	50%
66-70	Fuel Tank	Small	25%
71-75	Lights(4)	Small	—
76-80	Occupants	Small	25%
81-85	Radio	Small	25%
86-90	Steering	Small	25%
91-95	Wheels (16)	Small	—
96-00	Windscreen	Small	—

Non-Vital Component Spares for:
Engine; radio.

Replacement Spares for:
Auto-drive; lights (4); radio; wheels (4); windscreen.

Pat Wagon

The Pat Wagon (or Patrol Wagon) is the main Justice Department vehicle on the streets. Used for a wide variety of tasks, including bringing up back-up teams and picking up perps from holding posts, these vehicles are similar to small H-Wagons, though they are usually wheeled rather than hover-powered (for a hover-powered Pat Wagon, replace the Wheels in the Profile below with 4 Thrusters). They are typically armed with 2 Street Cannon, but can carry or tow other heavy weapons. There are a number of different variants around the standard design, reflecting constant re-equipping and updating; the following profile is for a typical vehicle in service in 2107.

Target Size: Normal Full Speed: 320kph Max Speed: 270 m/R Acc/Dec: 70 m/R Stop: 90 m/R			
Random Hit	Target Point	Size	Armour
01-05	Auto-drive	Small	25%
06-35	Coachwork	Small	50%
36-40	Communications Unit	Small	50%
41-55	Engine	Small	75%
56-60	Fuel Tank	Small	75%
61-65	Lights (4)	Small	10%
66-70	Occupants (D10)	Small	50%
71-75	Searchlight	Small	10%
76-80	Steering	Small	50%
81-90	Street Cannon	Small	—
91-95	Wheels (4-6)	Small	10%
96-00	Windscreen	Small	10%

Non-Vital Component Spares for:
Communications unit; Cyclops laser; Lawgiver; Lawmaster bike cannon; Lawmaster bike computer; Lawmaster engine; street cannon.

Equipment:

Ammunition for- Lawgiver (100 magazines of GP); Scatter Gun cartridges (300 rounds); Scatter Gun Stumm Gas cartridges (50 rounds); Street Cannon magazines (40 belts).

Cling nets (6); cuffs (35 sets); Medi-pack; Rad suit; respirators — mask type (10); Street Cannon (swivel mounted); Stumm grenades (60).

Roadster

The roadster is a 2-seater gull-winged sports car, generally very fast and very sleek, and unbelievably expensive to the average citizen! Roadsters are nearly all owned by rich citizens in their mid-20s who like a snappy public image. Older civos find them too dangerous, whilst younger ones can't usually afford them. Typical makes are the Leymak White Shadow and the Turbo 1400 Starglider. Most roadsters carry micro-vid communications units, and a full set of tools.

Target Size: Normal Full Speed: 500kph Max Speed: 400 m/R Acc/Dec: 100 m/R Stop: 90 m/R			
Random Hit	Target Point	Size	Armour
01-05	Auto-drive	Small	25%
06-35	Coachwork	Normal	10%
36-50	Engine	Small	50%
51-60	Fuel Tank	Small	25%
61-65	Lights (4)	Small	—
66-75	Occupant(1-2)	Small	25%
76-80	Steering	Small	25%
81-85	Tyres (4)	Small	—
86-00	Windscreen	Small	—

Saloon

A saloon car can seat up to 6 people in comfort, and travel at quite high speeds. They are the most common type of vehicle in Mega-City One and many different makes and types exist. Most have four doors, and are equipped with auto-drive and a micro-vid communications unit. The following details are for examples of low-, mid-, and high-range models.

	Leymak Placebo	General Mech- anics Siesta	Turbo 200 Astro Ghost
Target Size:	Normal	Normal	Normal
Full Speed:	300kph	350kph	400kph
Max Speed:	160 m/R	200 m/R	240 m/R
Acc/Dec:	60 m/R	60 m/R	60 m/R
Stop:	50 m/R	55 m/R	60 m/R

Random Hit	Target Point	Size	Armour
01-05	Auto-drive	Small	25%
06-40	Coachwork	Normal	10%
41-60	Engine	Small	50%
61-70	Fuel Tank	Small	25%
71-75	Lights (4)	Small	—
76-85	Occupants	Small	30%
86-90	Steering	Small	25%
91-95	Tyres (4-6)	Small	—
96-00	Windscreen	Small	—

Sky-Rail (Zoom-tube)

The 'Tube service is the fastest inter-Sector transport available to the regular citizen short of a private spacecraft. This monorail runs at high speed along plasteen tracks that spiral up around, and cut through the middle of the city-blocks, often many hundreds of metres above the ground. There are stations in most of the larger city-blocks, as well as dotted around City Bottom.

The 'Tube trains are made up of a number of linked carriages, each of which can take up to 100 passengers (70 of them sitting). The trains also have a robot driver, whose main function is simply to monitor the controls in case of an emergency. The main driving functions are run from Justice Department Traffic Control, where a large central computer controls all the Mega-City's traffic movements.

Each carriage has its own independant braking and safety system. Should the carriage link be broken, the separated section will automatically decelerate and come to a halt.

The track is electrified, and mounted on a plasteen base. A section of track can survive 30 direct hits by normal weapons, before being destroyed (for every Effect Modifier of the weapon, another hit may be counted).

Target Size: Large
Full Speed: 500kph
Max Speed: 460 m/R
Acc/Dec: 80 m/R
Stop: 100 m/R

Each carriage section (2-8):

Random Hit	Target Point	Size	Armour
01-05	Auto-drive	Small	25%
06-35	Coachwork	Normal	25%
36-40	Coupling	Small	10%
41-45	Lights (8)	Small	10%
46-70	Occupants	Small	10%
71-00	Windscreen	Normal	25%

Ten-Tonne Tractor and Cargo Pods

This tractor unit is the standard heavy goods transporter. Known as Juggers, they can tow up to 5 cargo pods, each weighing between 2 and 5 tonnes. The tractors and the pods are tracked vehicles, each with an independant braking and safety system. Uncoupled pods will automatically decelerate and stop. Pods may be coupled and uncoupled automatically from the tractor's driving seat. Tractor units themselves, besides the main control cabin, have cargo space for 750 cubic metres of goods, though this space is sometimes converted into crew quarters for use on long hauls.

The pods are usually one of four main types: General Cargo, Ballast, Flatbed, or Tanker. These are all very similar in construction, but are equipped to carry different cargoes.

	Tractor	1 Pod	2 Pods	3 Pods	4 Pods	5 Pods
Target Size:	Normal	Nrml	Nrml	Nrml	Nrml	Nrml
Full Speed:	280kph	250	220	180	160	140
Max Speed:	140m/R	120	100	80	70	60
Acc/Dec:	40m/R	36	28	20	16	12
Stop:	80m/R	50	40	30	24	20

Tractor:

Random Hit	Target Point	Size	Armour
01-05	Auto-drive	Small	25%
06-35	Coachwork	Normal	10%
36-40	Coupling	Small	—
41-60	Engine	Small	50%
61-65	Fuel Tank	Small	25%
66-70	Lights (6)	Small	—
71-80	Occupants	Small	25%
81-90	Steering	Small	25%
91-00	Windscreen	Small	—

Pods:

Random Hit	Target Point	Size	Armour
01-80	Coachwork	Normal	15%
81-85	Couplings	Small	—
86-90	Lights (4-6)	Small	—
91-00	Tracks	Normal	10%

WEAPONS

This final section gives details of many of the sophisticated weapons a perp may use to commit his misdeeds. There are also entries for a number of Justice Department weapons, including full details of the Lawmaster's Bike Cannon and Cyclops Laser.

We have tried, as usual, to cover most of the weapons encountered in the stories. There will undoubtedly be some strange variant on a laser rifle or spit carbine that we have missed, so please feel free to work out its profile using the following as examples.

Bike Cannon

Maximum Range	200 metres
Ammunition	20mm shells
	Magazine: 36 rounds or 6 bursts
Reloading	2 Actions each cannon
Special Effect	+2 Effect Modifier
Burst Size	5 metre diameter

The cannon fitted to the Lawmaster is essentially the same as a *Street Cannon*, and uses the same 20mm ammunition (though it cannot use Star Shells or Stumm Gas). However, the bike cannon's magazine can deliver the shells either as 36 individual shots, or as up to 6 bursts of 6 shells, or any combination of the two. When fired singly, the cannon uses General Fire; when firing in a burst, it uses Area Effect Fire, with a 5 metre burst diameter.

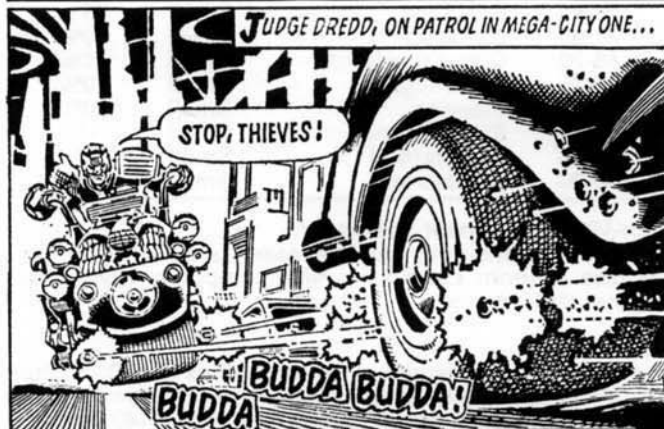
Bike cannon are mounted in pairs, on either side of the front wheel. Some versions of the Lawmaster have them built into the mudguard above the wheel; others are mounted lower, either side of the wheel. The mounting makes no difference, and merely indicates a slightly different variant of the bike. The two cannon are aligned so that they fire together, at the same time and the same target (only 1 roll to hit need be made by the firer). The firer must Aim the cannon before firing; the simplest way to do this is to instead ask the bike computer to shoot at the particular target (this can be counted as an Aim Action).

The bike must be stationary to be reloaded. The magazines, carried in the rear stowage panniers, require 2 Actions to fit *per cannon* (1 to remove the old magazine, and 1 to fit the new).

Bike cannon hits will usually only occur as a result of General Fire on the bike itself, when you should use the following profile.

Target Size Small

Random Hit	Target Point	Size	Armour
01-65	Non-Vital Component	Small	25%
66-00	Vital Component	Small	25%



Concussion Grenades

Special Effect -1 Effect Modifier
Burst Size 5 metres

Concussion grenades may be found in the armouries of Citi-Def groups, and in the possession of some of the more violent perps. The weapon is designed primarily to stun someone, rather than kill them, and will deliver D3 hits with a -1 Effect Modifier to anyone within the burst.

Any hit on a concussion grenade will cause it to explode, delivering its normal damage. It counts as a Small target.

Cyclops Laser

Maximum Range 500 metres
Firing 1 shot per Round
Ammunition Run from generator
Reloading 1 Game Turn
Special Effect variable—see below
Burst Size 5 metre diameter

The laser mounted onto the front of the Lawmaster is a small version of the standard Laser Cannon, which draws power from a generator, in turn powered by the bike's engine. The laser only stores sufficient energy to power *one* shot. After this, the laser must be allowed to recharge, a process which takes one Game Turn with the bike's engine running (ie, it won't repower if the bike is switched off).

The *Special Effect* of the laser varies tremendously according to its range. At short range, it is high, but at long ranges the effect tails off sharply:

01-50 metres	51-200 metres	200-500 metres
+3	+1	None

Target Size Small

Random Hit	Target Point	Size	Armour
01-70	Non-Vital Component	Small	—
71-00	Vital Component	Small	—

Disintegrator

Maximum Range 30 metres
Ammunition Self-charging
Reloading See below
Special Effect See below

Disintegrators are hyper-lethal hand-held tools designed to be used in industry, and in particular the mining of precious metals. In appearance, and use, they resemble a small pistol. They are powered by a battery pack, usually kept clipped to the user's belt, and joined to the pistol by a metre of coiled lead. These tools are so dangerous their use is strictly controlled by the Justice Department, with only a few licences granted each year. Needless to say, however, a few do fall into the wrong hands, and can prove deadly.

Disintegrators are very heavy, despite their size, and need both hands to lift and fire. They cannot be Aimed, and thus use Wild Fire. Any Target Point hit by a disintegrator beam will simply break up into its constituent atoms! A head, chest or abdomen hit will kill the target outright; limbs will be destroyed, and the character will suffer the equivalent of 4 Wounds worth of *Initiative* loss and Stun time, every Game Turn, until they receive extensive medical help, or die.

Note: you should be very careful if you allow one of these weapons in your game.

Target Size Small

Random Hit	Target Point	Size	Armour
01-50	Non-Vital Component	Small	10%
51-00	Vital Component	Small	10%



Fire Bomb

Special Effect see below
Burst Area 5 metres diameter

Fire bombs are compact incendiary grenades used primarily by Citi-Def units (and Judges under war conditions). Once thrown, they will explode to shower the target with an unstable, inflammable material, as well as delivering a violent, blinding flash.

All characters within the immediate area (up to 15 metres away from the centre of the burst) will be blinded by the glare, unless they are wearing anti-flash visors (Judges have these built into their helmets, but they may not be wearing these). Blinded characters take D6 automatic Stuns immediately, and D3 Stuns at the beginning of the next Combat Round. The explosion will hit anyone within the burst area, with a normal hit. In addition, there is a 25% chance that the target will catch fire, taking an extra hit with a +1 Effect Modifier this Round, and another with a +3 Effect Modifier each subsequent Round that the fire burns (re-randomising the Hit Location each time as the fire spreads across the target's body).

Blazing characters may perform only 1 Action — and that is to try and somehow put out the flames (ie, they cannot carry on fighting). Moving and diving into a large body of water is acceptable (if there is one available!). Beating out the flames is also allowed — see p19 earlier. Anyone burnt so badly that their *Strength* score is reduced to 0 is considered to be beyond the most advanced medical help, and is considered dead.

Any hit on a fire bomb will cause it to explode, with normal effects. Fire bombs count as Small targets.



Hand Bomb

Special Effect
Burst Area

None
5 metre diameter

Hand bombs are small explosive grenades that can be thrown as normal, or stuck either magnetically or adhesively to a flat surface. They have an adjustable fuse which can be set to last up to 30 seconds (this takes 2 Actions). Placing or throwing the bomb will take at least 1 Action. Hand bombs are typically used by Citi-Def units and Justice Department Special Assault Squads.

Hand bombs are Small targets. Any hit on a hand bomb will cause it to explode, as normal.

Hand Gun

Maximum Range 40 metres
Ammunition Bullets
Reloading see below
Special Effect none

To many of the lesser, cheaper Mega-City punks, an ancient 20th Century pistol is the nearest they ever come to a proper firearm — they can be picked up quite cheaply in criminal circles, and more importantly they don't need a licence from the Justice Department, since they are classified as 'antiques'.

There are likely to be an incredible number of different types of pistol available. The details here are for a typical revolver and automatic, which you may modify as you wish.

Revolvers generally carry 6 bullets; reloading one bullet will take 1 Action to open where the ammunition is kept, and one to fit the bullet. Extra bullets will take 1 further Action each. Automatics typically carry 9 bullets in a butt magazine. It takes 1 Action to remove the previous magazine, at least 1 to get the new magazine, and 1 Action to fit it.

Target Size Small

Random Hit	Target Point	Size	Armour
01-80	Non-Vital Component	Small	25%
81-00	Vital Component	Small	25%



Hand-to-Hand Weapons

Although there are a large number of different forms a small hand-to-hand weapon can take, their effects are all pretty much the same. The most usual forms are coshes, long sticks (usually called Day Sticks when used by Justice Department Riot Squads), batons and knives, but virtually anything can be used. Gun butts, in particular, make good improvised clubs, and in a scrap fists and feet can be used too, of course.

The *Electro-prod* is a specific hand-to-hand weapon, an 80cm rod which can deliver a strong electric charge, usually stunning the target. A *Las-knife* is like a normal knife, but with a blade of vibrating energy instead of metal (these weapons are rather primitive, and will not produce a blade 10% of the time).

Weapon	Effect Modifier
Gun butt, cosh or club	0
Electro-prod or knife	+1
Las-knife	+2

All hand-to-hand weapons count as Small Targets.

Laser Cannon

Maximum Range 1500 metres
Ammunition Run from generator
Reloading None necessary
Special Effect See below
Burst Area 5 metre diameter

Laser Cannon make up part of the defence screen that protects Mega-City One from missile attack. They are mounted at strategic points along the Cursed Earth and Black Atlantic Walls, and on the highest city-blocks. These lasers are so large they would seriously drain the Mega-Grid if plugged into the mains, and so are usually powered by large generators. As a result, laser cannon are usually too big to be mounted on a vehicle unless it is very large.

A laser cannon requires an operator to fire it, who should have a *Combat Skill* of at least 30. Fire is limited to one shot per Combat Round and all shots *must* be Aimed (if it is fired without an Aim Action it will automatically miss).

The beam has an Effect Modifier, which varies according to the range the weapon is being fired at:

01-50 metres +4	51-200 metres +2	200 metres plus None
--------------------	---------------------	-------------------------

Target Size Normal

Random Hit	Target Point	Size	Armour
01-20	Mounting	Normal	25%
21-75	Non-Vital Component	Normal	25%
76-00	Vital Component	Normal	25%

Laser Gun

	<i>Pistol</i>	<i>Rifle</i>
<i>Maximum Range</i>	60 metres	180 metres
<i>Ammunition</i>	Power-pack	Power-pack
<i>Reloading</i>	see below	see below
<i>Special Effect</i>	+1	+2

Laser weapons are becoming increasingly common in Mega-City One, much to the alarm of the Justice Department, as they are powerful weapons. They are generally manufactured to look like standard pistols or rifles, though when they are fired they give away their true function immediately. They are powered by small power-packs which slot into place under the barrel in front of the trigger. These last for up to 20 shots in a pistol, 30 shots in a rifle; replacing them takes a minimum of 2 Actions — 1 to remove, 1 to replace. The power-packs are not rechargeable, and are fairly difficult to obtain, even on the black market. Perps are likely to use their prized laser weapons sparingly.

When fired, a laser weapon emits a thin stream of light particles, which can burn its way through most materials. The beam is scattered by smoke, fog, water and other obscuring materials — lasers can't be used in heavy rain, for example. The beam cannot be detected in daylight except by the slight flash when it's fired, and lasers are therefore a favourite assassination weapon.

Target Size Small

<i>Random Hit</i>	<i>Target Point</i>	<i>Size</i>	<i>Armour</i>
01-55	Non-vital Component	Small	10%
56-00	Vital Component	Small	10%

Las-Saw

<i>Maximum Range</i>	12 metres
<i>Ammunition</i>	Power-pack
<i>Reloading</i>	see below
<i>Special Effect</i>	+3 Effect Modifier

Las-saws are industrial power tools used for cutting plascrete and thick metals. They take approximately ten minutes to warm up, using a back-pack generator, which must be recharged after 6 hours use (recharging requires 12 hours). They are heavy, and usually come with a tripod mounting. As weapons they are very unwieldy, and will reduce their user's *Combat Skill* by 25%, but they are frequently used by perps to cut their way into safes and bank vaults.

All target details as Laser Gun above.

Lawgiver

For full details of the Lawgiver pistol, see *Chapter 2* of the *Judges Manual*.

Scatter Gun

<i>Maximum Range</i>	50 metres
<i>Ammunition</i>	Stump gun cartridge
<i>Reloading</i>	see below
<i>Special Effect</i>	none

Every Lawmaster bike carries a scatter gun, in a holster to the right of the front wheel. It is primarily a back-up weapon, in the event of a Judge 'losing' his Lawgiver. In appearance and operation they resemble stump guns, but are longer and more accurate. They fire the same ammunition as stump guns, and Stumm Gas cartridges. These have the same effect as Stumm Grenades (though obviously at a much longer range). The ammunition is loaded into a tube under the main barrel, until it can be delivered into the breach by a pumping action. Up to 12 cartridges can be stored at any one time. It requires 1 Action to pump up a new cartridge, and two Actions to fit each new cartridge into the tube.

Target Size Small

<i>Random Hit</i>	<i>Target Point</i>	<i>Size</i>	<i>Armour</i>
01-85	Non-Vital Component	Small	35%
86-00	Vital Component	Small	35%

Sonic Cannon

<i>Maximum Range</i>	4500 metres
<i>Reloading</i>	Run from generator
<i>Special Effect</i>	See below
<i>Burst Area</i>	See below

These advanced weapons are a standard part of the Laser Defence Screen which protects Mega-City One, and are mounted on the Cursed Earth and Black Atlantic Walls, and some tall city-blocks. The units are very heavy, and require special hover vehicles and lifting gear to move.

Sonic cannon project a high intensity infra-sonic sound which can mildly stun, or be boosted until it shatters metal and turns flesh to jelly. The focal mechanisms of the weapon ensure maximum accuracy at a distance, and thus it is less useful at close ranges:

	01-50 metres	51-200 metres	200 metres plus
<i>Effect</i>	None	+2	+4
<i>Burst</i>	None	5m diameter	10m diameter

The effective range of a sonic cannon depends upon weather conditions. If there is heavy rain or snow, it will only fire for a quarter of its *Maximum Range*; if there is light rain or the day is very hot, it will only be a half of normal.

Power for a sonic cannon can be drawn directly from the Mega-City Grid, but its internal batteries also carry a charge sufficient for 15 shots. They can be recharged from the grid at a rate of 1 shot's worth per Game Turn. The weapon requires an operator to fire it, with a minimum *Combat Skill* of 40. Only 1 shot can be fired per Combat Round, and all must be Aimed (Wild Fire shots will automatically miss).

If the weapon is mounted on a vehicle, treat them as two separate targets.

Target Size Normal

<i>Random Hit</i>	<i>Target Point</i>	<i>Size</i>	<i>Armour</i>
01-10	Mounting	Small	25%
11-55	Non-Vital Component	Small	25%
56-00	Vital Component	Small	25%



Spit Gun

	Mini-pistol	Pistol	Carbine
Maximum Range	15 metres	30 metres	90 metres
Ammunition	Spit shells	Spit shells	Spit shells
Magazine	6 shells	10 shells	20 shells
Reloading	1 Action	1 Action	1 Action
Special Effect	Normal	Normal	+1 Effect
Burst Area	None	None	5 metres

Spit guns come in three basic sizes, but each operates around the same principle. Unlike a conventional firearm, a spit gun's shell has no case, and the solid propellant is entirely consumed during firing. Magazines usually clip into the underside of the barrel, and eject automatically when empty. It takes 1 Action to fit a new magazine. The carbine can spray a burst of 10 shells, giving a burst diameter of 5m; otherwise, only a single target can be hit by one shell.

Target Size Small

Random Hit	Target Point	Size	Armour
01-70	Non-Vital Component	Small	25%
71-00	Vital Component	Small	25%

Street Cannon

Maximum Range	200 metres
Ammunition	20mm shells
Reloading	see below
Special Effect	+2 Effect Modifier
Burst Area	5 meters

This powerful weapon is the standard armament of most Justice Department vehicles. The cannon weighs about 50kg, plus ammunition storage, and is therefore usually mounted in a turret, on a swivel mount (as on a Pat Wagon) or on a towing trolley.

Street cannon fire 20mm shells, either singly or in bursts. If using belt feed it can get through 120 rounds or 20 bursts; if using a magazine, 24 rounds or 4 bursts can be fired. When fired singly each shell will hit one particular target; when fired in a burst, the shells have a burst area of 5 metres in diameter. Empty magazines eject automatically. It takes 2 Actions to fit a new magazine, 4 to fit a new belt, plus Actions for getting the belt from its container, etc.

Street cannon are complex weapons, and cannot be accurately used by anyone with a *Combat Skill* under 30. If such a person tries to use the weapon, they must first roll under their CS as a percentage, to determine whether they understand the workings of the cannon to fire it. This roll requires D3 Actions, and can be made once per Combat Round.

As well as standard ammunition the cannon can fire other types too. *Stumm Gas* rounds have the usual 5 metre burst, per shell, and act as normal Stumm grenades without delivering any hits (see below). *Star Shells* are designed to be fired up at buildings to keep people away from the windows. They explode in the air, delivering normal hits over a 20 metre diameter burst sphere. Star shells also produce very bright lights like flares, and the light produced will hang in the air for a few seconds. Both of these shells are only available in magazines.

Target Size Normal

Random Hit	Target Point	Size	Armour
01-10	Mounting	Small	45%
11-70	Non-vital Component	Small	25%
71-00	Vital Component	Small	25%



Stub Gun

Maximum Range	85 metres
Ammunition	Power-pack
Reloading	See below
Special Effect	see below

These futuristic carbine-sized weapons were first produced by the Justice Department Test Labs, for research into an advanced laser principle. The weapons were found to be too dangerous to use, prone to overheating and explosions, and were withdrawn. During the Apocalypse War of 2104, however, they were issued to the Judges' resistance units on an emergency basis. As a result, there are still some stub guns on the black market.



Stub guns have an in-built power supply which can last for approximately 200 hours before requiring a 6 hour recharge. Stub guns require two hands to fire. Any hit from a stub gun causes 1 *automatic* Wound, as well as 1 normal hit. It ignores all armour, slicing through it with ease. Hits on vehicles or buildings cause D6+2 random hits, and again ignore any armour saves.

The main drawback to a stub gun is its tendency to over-heat. Once a stub gun has been fired, there is a 10% chance that it will explode on its next firing. This chance increases by 5% for every shot fired. For every Combat Round that the stub gun isn't fired this chance will reduce by 2% as the weapon slowly cools again.

Any roll of '00' when firing will cause the weapon to immediately explode, as does any hit on the gun. Stub gun explosions are devastating. They have a burst area 10 metres in diameter, within which they will deliver D3+2 random hits at +1 Effect on each person. The person using the weapon at the time will also take an extra 2 automatic hits at +2 Effect.

Stub guns count as *Small Targets*.

Stumm Grenade

Special Effect See below
Burst Area 10 metre diameter

Stumm Gas grenades are standard issue to every patrol Judge, and are used to quell rioting and rowdy behaviour. The gas induces extreme giddiness, tears and vomiting in anyone who breathes it. It is very powerful, however, and should not normally be used in enclosed spaces. When the grenade is thrown (or fired from a street cannon — see above), it explodes on contact with a hard surface (usually the ground) and anyone within the burst area is instantly affected. Respirators will filter out the gas 99% of the time. Characters inhaling Stumm Gas must drop anything they are holding at the time. Eyes screw up and water horribly, breathing becomes painful, and the victim is usually doubled up with coughing and retching. They may not make any Actions for 10 Combat Rounds, and then only 1 Action in each of the next 30 Combat Rounds.

The gas will disperse on a D6 roll of 6 sometime after a delay of 6 Combat Rounds (rolling every Combat Round), or after 30 Combat Rounds anyway.

Note: Stumm Gas causes an allergic reaction in 1 in 250 people which is fatal. You may wish to randomly allocate this when dealing with especially large crowds of rioters. The affected people will go into immediate spasms and die painfully after 60 Combat Rounds (10 Game Turns).

A hit on a Stumm grenade will cause it to explode, releasing its gas. Stumm grenades are Small targets.

Stump Gun

Maximum Range 40 metres
Ammunition Stump gun cartridge
Reloading See below
Special Effect Normal

This is a generic term for a commonly found pump-action shotgun, typically used by the less sophisticated criminals. They are quite easy to hide, look very menacing, and are often used in bank raids and hold-ups. Stump guns fire large-calibre cartridges full of small pellets. The ammunition slots into a tube underneath the barrel, and is forced into the barrel by 'pumping' the breech. Pumping up a new cartridge takes 1 Action; reloading up to 12 cartridges into the tube will take 1 Action per cartridge. The weapon cannot be fired if the breech is open to load a cartridge.



Target Size Small

Random Hit	Target Point	Size	Armour
01-75	Non-vital Component	Small	25%
76-00	Vital Component	Small	25%

Thermo-bomb

Maximum Range Placed only
Special Effect see below
Burst Area up to 100 metres — see below

A thermo-bomb is a very powerful explosive device much loved by terrorists and hired killers. The device is usually quite small (less than 40cm each side) and often disguised as a suitcase or box. They can be placed on any stable surface, and may even be stuck magnetically or adhesively to the sides or undersides of objects. They can be pre-set to explode at any time up to 14 days in the future, or remotely detonated by radio control from anywhere in the same Sector.

Thermo-bombs release a tremendous amount of energy when they explode, causing immense damage as flesh, metal and stone all melt away. When a typical thermic device explodes, everything within 5 metres is destroyed — including a 5 metre deep crater where the bomb rested! Everything within 5 to 50 metres receives 2D3-1 random hits at +2 Effect. Every character beyond this point but within 100 metres is stunned for 2D3 Combat Rounds. As thermo-bombs also come in larger and smaller sizes feel free to halve or double the size of the damage areas given here.

It takes at least 6 Combat Rounds to set a thermo-bomb, but often much longer. Arming and setting requires a *Tech Skill* of at least 40 to do so safely. Anyone with a TS less than 40 must roll against their skill as a percentage to set it safely. Failure to do so will set off the bomb immediately!

Any hit on a thermo-bomb must penetrate its 10% armour, before setting it off automatically. Thermo-bombs are Small targets.

THE ULTIMATE CRIME OF TONY THERMO

INTRODUCTION

The Ultimate Crime of Tony Thermo is an introductory scenario for *Judge Dredd* which you should find fairly straightforward to run. Unlike *Firefight* at the end of *Chapter 2*, this is a complete adventure rather than a brief shoot-out. It can be played at one sitting, or split into two parts, depending upon how much time you have to play. If you would rather start your own campaign first, you should still find that this scenario will fit into your game with the minimum of fuss if you wish to use it later on.

Like the last adventure, this scenario is described in several sections. This introductory section contains a general lead-in to the adventure for your benefit, tips on how to prepare for play, and finally a brief summary of the basic plot of the scenario.

Following the two parts of the adventure proper there is a closing section on awarding the appropriate experience points, and on continuing the adventure further in your own scenarios or campaign.

PREPARATIONS

Before you do anything else, read this adventure from beginning to end. If you don't understand any of it, try reading it again and visualise what might happen. You have permission to photocopy the floorplan maps, the block diagram, and the perp's stats to give to your players as handouts, if you wish. Prepare some appropriate cardboard figures by following the instructions on page 4 of the *Judge's Manual*; the vehicles will also be used. The large colour floorplans of the shuggy hall and the road section will both be used in this scenario.

PLAYERS' PREPARATIONS

Your players can play the same Judges they used in *Firefight* if they survived it! If you have not run *Firefight* yet, take your players through rolling up a Judge as described in the *Judge's Manual*. If you wish you can forbid the characters from having any Special Abilities, though they shouldn't unbalance the scenario.

A Team Leader should be appointed to answer for the group when team decisions are required. He or she should ideally be the Judge with the highest *Initiative*, but you may find that the loudest player will volunteer himself regardless of the abilities of his Judge.

Finally, the players should select a pair of cardboard bikes each — one on foot and one riding a Lawmaster bike.

THE PLOT

The scenario begins with the daily briefing of the team in Sector House 17, where they are stationed. The briefing draws attention to a great many disparate elements, though nothing really vital. The team then depart to patrol the streets on their Lawmasters, and almost immediately run into a dispute between two shady citizens.

One of the citizens provides a clue that leads to Higgins' Shuggy Hall for a crackdown on illegal gambling. However, when the Judges arrive at the den they find a more grisly crime in progress. More clues reveal that there is a thermo-bomb planted in the bottom of a brand-new city-block development. If the Judges get there on time they will have to find some way of defusing it before it blows ... provided they aren't distracted by some diversions organised by the local punks.

ONE: THE BRIEFING

In this section, and in those following, the material in boxes can be read out to your players; all other material is intended for you to use, to be applied to play as you see fit. Some of it will be read out in response to your players' actions; much of it will come in useful when you describe a scene or a situation. Don't read it all out verbatim: interpret it according to the situation at hand.

Morning Briefing, 06:05 hrs Officer in Charge: Judge Holly

There are Judges yawning everywhere you look in the Briefing Room of Sector House 17. You are trying hard not to yawn yourself, despite the early start, as it is your first day at this Sector House and you would prefer to make a good impression. As well as scores of stern-faced patrol Judges there are another two teams of four Judges in the hall with you, all fresh faced and eager.

On the podium at one end of the hall a Judge — Judge Holly — stands in front of a large vid-screen which is currently reeling off some of the night's crime statistics. Holly is a craggy, rather old Judge, with a fatherly voice and a reassuring smile for you newcomers. The following is a selection from the briefing:

+++DATA++PRIORITY STATUS+++

+item+

EXPLOSION

Thermic explosion destroyed Ed Asner Block, Sector 14 Central, at approx 23:20. Casualties 13,220 dead, 17,473 injured, 2,144 missing. No warning given, but block security had spotted suspicious package and had begun clearing lower levels when device detonated. Report from forensics expected 11:00 hrs. No motive determined. Judges and emergency squads handling.

(Judge Holly:) Keep your eyes peeled on this one. Someone, somewhere knows about this, and we have to apprehend them before they do it again. Further reports will be relayed during the day, as they come in.

+++DATA++STATUS RED+++

+item+

GOLDIE RAINER SPUGBENDER, mass-murderer and arsonist, 193 counts. Jumped Luna-1 shuttle, Mega-City Spaceport, 21:40 hours. Believed heading for safe-house this sector, to link up with Bromsgrove Brothers for a perp run. All Judges on alert.

(Judge Holly:) Spugbender is a vicious creep, and you should be very careful of how you approach him. The guys at the spaceport reckon he must have had some help, and its likely he is now armed, and thus extremely dangerous. Watch out for the creep.

+++DATA++GENERAL STATUS+++

+item+

WEATHER

Weather Control reports fine, breezy day. Localised showers to be arranged post 12:00 hours. Submit any requests through usual channels.

+item+

HAZARD

Chem spillage, Colin McInnes Speedway. Overturned tractor with liquid phostrene pods. Large delays expected. Judges handling.

+item+
HAZARD

Section of the Hangerford Bridge stolen between 21:00 and 03:15 hours. Perpetrators unknown. Expect major delays in southern half of sector as traffic diverted through new southside block development.

+item+
VEHICLES STOLEN

Since 24:00 hours, Sector 17 total: 413. Recoveries: 3.

+item+
REMINDER: Subject: ALL JUDGES

Alien Relations (Section IV) — all Judges reminded that attendance is compulsory. Please submit 7-day schedule within 24 hours.

+item+
EVENT

Gala opening of first block in new southside development at 09:30. Vid star Prester Button and Sector Chief Marshall guesting, Judges escorting. Large crowds expected; expect delays in traffic from 07:00 to 11:30.

+item+
ANIMAL HAZARD/VEHICLE STOLEN

All Judges look out for stolen jugger, reg DATX/CAM1221/00, distinctive gray dinosaur logo. Stolen from Wayne Daktari Animal Dealers, Sector 17, this am. Believed to contain immature Tyrannosaurus specimen en route Mega-City 2. Be on alert; handle with caution.

+item+
ORGAN-LEGGERS RAID

Raid late last pm recovered 431 limbs, 122 organs destined for Texas City body-part rackets. 7 apprehended. Owners being sought. Status: non-urgent.

+item+
SCRAWLERS, 04:00 hours. Large group juvenes sighted vicinity Urlik Skarsol Block plaza. Seventeen arrests, others sought. Stay alert for dubious juvenes.

+item+
BLOCK TENSION

Tim Hutton and Paul Morley Blocks still uneasy after block war disputes over parking space. Judges standing by, but may require assistance.

Eventually the reel of crimes and hazard warnings comes to an end, and duties for the day are assigned by Judge Holly. Your team is given a circuit patrol of the western side of Sector 17, taking in the area around Hutton and Morley, before moving on to take up crowd monitoring duties close to the new southside development. The patrol will last six hours, and will finish back at the Sector House at 12:15 hours.

The Judges will arrange themselves in some sort of order and prepare to set out on patrol. It is quite likely that they will be trying to determine which of the Briefing reports they have just heard are red herrings, and which will involve them in the adventure to follow. For this reason you may care to add more incidents of your own to the above list, just to confuse them further. Of course, none of them are really red herrings, as some Judge somewhere will have to deal with each incident as it occurs, even if the players' team doesn't get involved. You may also care to insert references to events which will occur in other scenarios you are planning to run after this one.

TWO: THE PATROL

There are two specific parts to this section. 2a is a brief encounter designed to let the players get acquainted with their roles as Judges, before the action starts for real in 2b. If you don't want to waste time on a trivial incident you may leap to 2b after the following short introduction to the patrol.

On Patrol, 06:18 hrs

The brisk chill of the Mega-City morning hits you when you emerge from the pipeway connecting the Sector House's vehicle park with the roadway. It is early, and the sun isn't fully up yet, but there are already plenty of citizens on the street. Some are returning from the revelries of the night before; others are just setting off for the day's work or leisure. Most are just out walking for something to do before/after breakfast.

There are quite a few vehicles on the roads, despite the early hour, most of them changing lanes to get ready for the Williams Spiral a few blocks past the Sector House. The spiral will take them to the 12-lane Sector 16 Throughway, 35 levels above city bottom.

You can add little details to this, filling in the gaps to describe a very pleasant Mega-City morning. Set the scene gently, and make them feel comfortable before plunging them into the action. If you don't want to play through the first encounter which follows skip to section 2b now.

2a: THE WIG

As the Judges approach the Ryall Square area, they will hear plaintive shouting, and become involved in a little public relations exercise. The time is now 06:44.

As you ride through the streets on this fine morning, your Bike Computers continue to reel up long streams of crime information. In Sector 15, a little old lady has been robbed of her life savings by a five-year old juve. Four citizens have held a mass-futsie in the middle of the Stan Bingo Shopping Mall; fourteen shoppers are dead, as are the Futsies. Someone has stolen the thrusters off the Deputy Mayor's hovercar again, the fifth time in two weeks, and so on.

None of the items are of direct relevance to you. You are approaching Ryall Square, the large pedestrian plaza between Min White, Bernie Bloom, and Alba Coogan Blocks and the His Master's Vid hypermart. The square is large and spacious, dotted with bench seats, small trading booths and some very irritating sonic sculpture which whistles and squawks in the breeze. From the far side of the square you hear an indignant woman's voice shouting "Come back you stupid thing! Come back this instant! Help! Will somebody *please* help me?!"

The lady is Drusilla de Fortescue-Munce, one of the Sector-109 de Fortescue-Munces in fact, and she has just had her wig stolen! Unsurprisingly, she is very perturbed, and requires some Justice Department assistance. You should play her as a blustery, rather stuffy and very pompous old dowager. She is rich and believes herself to be influential in high places, and demands 'satisfaction' from everyone who serves her. Had she been born 120 years earlier she could have been Prime Minister of Brit-Cit, but now all she can do is shout abuse at servo-droids. Remember she's pompous, arrogant, patronising, and thoroughly rude and you won't go far wrong. This is what has happened to her wig:

The lady is quite stout and red faced, and very expensively dressed. Real mock-lamé jewellery complements a plush violet plasvelvet wrap trimmed with cat fur. Disconcertingly, though, she has a bald head. As you draw near you can see that she is pointing to a Spy-in-the-sky camera that is hovering a few metres above and away from her, with a fluffy puce wig caught in its radio antennae. The camera appears to be regarding the lady with interest.

"That *thing*, that *thing*," the lady storms, still pointing, as she sees you draw near, "that thing has *stolen* my best wig. I demand that you get it back!!"

There are two main tacks the players can elect to follow. The first sees them trying to return the wig to the woman there and then, while the other has them reassuring her, trying to calm her down, and notifying Tech Division to try and work something out.

Retrieving The Wig: The Judges will have great difficulty getting near to the spy camera, as the units are programmed to automatically stay a metre away from the nearest object or person, unless they are being guided by an operator back at Tech Division in the Sector House. Thus, every time the Judges approach it the camera unit will shrink away from them a little.

Shooting down the spy camera is not a good idea. Firstly, it will earn them a black mark on their record, for destroying Justice Department property. About fifteen minutes after they shoot it down they will receive an angry message from Tech Division commanding them to report to their Sector Chief when they return from patrol, to explain their actions and justify the expense of replacing the camera unit. And secondly, if they do hit the camera it will explode and crash, bursting into flames and completely destroying the lady's wig. She will be even more outraged and will demand compensation for her wig. (The Judges can advise her that the city will pay, but not right away. They will have to submit their report first, and she will be contacted in due course.) Eventually she will storm off, muttering about seeing what the Chief Judge has to say about all this, and so on.

Contacting Tech Division If the Judges simply call up Tech Division via Control, they will simply be told to tell the lady that her wig will be returned in due course. The camera will zip off, heading back to the Sector House, and the lady will be angrier than ever. However, Control could always take manual control of the camera, and lower it close enough to the Judges for one of them to retrieve the wig undamaged, to return to the lady.

Whichever course they choose, the Judges will be rewarded by Ms. de Fortescue-Munce storming off in a very ungrateful huff. The Judges may wish to arrest her for being a pain in the neck; this should not be encouraged, though if they can pin something else on her they should be allowed to apprehend her. There is a holding post on the corner of the square where she can be held while a Catch Wagon arrives for her — though they may need to gag her!

Having sorted out this little problem, the Judges can continue on their way, riding off along Chester Whitney Boulevard heading for the Hutton-Morley Combine.

2b: THE ARGUMENT

The scenario proper starts here. The Judges will find the first lead which will take them to an illegal gambling den, and then on to a potentially disastrous opening ceremony on the new southside development. First, however, there is an argument to be resolved... The time is 07:32.

As you ride away up Chester Whitney Boulevard, your eyes scan the crowds of citizens which are beginning to gather on the slidewalks on either side of the roadway. Everyone seems to be rushing somewhere, though they can't have anywhere to go — they're certainly not rushing to work! It seems that many citizens just like to go out and walk around first thing in the morning, as if it were a throwback to the days of the rush-hour and full employment. You'll never understand the citizens!

As you draw near to the Hutton-Morley Combine, your eye is suddenly drawn to two men on the street corner. They appear to be arguing, and both are weaving around as if getting ready to thump each other!

The Judges will (we hope!) flip their sirens on and screech over to them, and try and discover what is going on. The two men aren't criminally drunk, but they *are* tipsy, and will behave rather erratically. They have been up all night playing shuggy at Higgins' Shuggy Hall, and they are arguing over the last shot, a fluke which cost one of them a lot of money.

As you draw up at the side of the road one of the men notices you and, pushing past the restraining arm of the other, comes over to you, saying, "Ah, some real Judges, just what we need!...let's see what you guys think... we have this problem see...that requires some expert help...er, you know howta play shuggy don't ya?"

The man is about 1m95, 100 kgs, and dressed in a motley assortment of grey and khaki threads, mostly tatty and all dirty. His friend is much the same, but slightly shorter and less bulky. Both of them are carrying long, thin cases normally used to carry shuggy cues. The smaller man is looking at you nervously, as if he doesn't really want your opinion.

The Judges aren't obliged to answer any impudent questions, of course, but their curiosity should be aroused, and they do have a public image as arbiters to maintain. The taller man will explain what actually happened:

"On the very last ball of the game — we play down at Higgins' Shuggy Hall, y'always get a good class of player down there, y'know, officer — he," gesturing to his cringing companion, "he needs a triple backlash and drop to take the frame and the match. But he whacks it all skew-ball sideystyle and the seventy stops on the lip of the centre pock! And some great drunken bowb — dunno who but he was a really big creep — trips up and thumps the table, and all at once the seventy has dropped, and...and..." He turns on his friend, looking angry as the memory comes back to him. He kicks at him, and snarls, "Call yourself a buddy? You cheated me! I shoulda taken them winnings, not you, ya snecking... oh cremola!!" He claps his hand to his mouth with shock, aware of what he has just let slip.

At this point, the Judges should immediately arrest the two men for illegal gambling, and illegally living off gambling earnings. When they radio Control to report the arrest, they will be asked to wait for the catch wagon, which will be with them in about 5 minutes, and whether they think they require any back-up to take Higgins' Shuggy Hall. If, horror

of horrors, they haven't realised that they must go and close down the illegal gambling den you should drop a few hints. Perhaps one of the men will say something like, "Higgins is really gonna sort us out now for blowing the gaff on his gambling racket", or some other subtle clue. Whatever happens, the next step is to raid Higgins' Shuggy Hall. The time is 07:49.

Higgins' Shuggy Hall is hidden away in the basement of a low-level pre-atomic block in a very run-down part of town. Merrick Alley is single lane each way, with narrow sidewalks and no street lighting. At this time of the morning there aren't any people about, though you have seen citizens strolling on other streets nearby, and the whole alley seems deserted.

There are several run-down buildings on either side of the street. Higgins' is the second on the right, distinguishable by a smashed neon sign which flashes weakly on and off to display the words 'Shuggy Shuggy Shuggy — Play all nite!'. The front entrance is at the bottom of a set of cracked plascrete steps, a narrow metal door with peeling paint. An alley, suspiciously free of the rubbish and trash that litters the area, leads off around the right-hand side of the building!

THREE: THE RAID ON HIGGINS

If your Judges ask Control for some back-up for the raid, they will be told that some will be made available as soon as possible, but that all spare units are currently employed in the preparations for the opening of the new southside development later this morning. The Judges will also have to ask Control for the location of the Shuggy Hall. It is, in fact, in Merrick Alley, in a run-down part of the sector, to the east of them. Should they require further data on either the hall or its owner, you may read them the following.

HAROLD HIGGINS

Age: 48

Employment Status: Owner licensed shuggy hall

Criminal Record: Possession illicit drugs — 1yr (2097)

Possession stolen weapon — 2 yrs (2099)

Illegal gambling — 3 yrs (2102)

Comments: Higgins is a nasty, seedy man who makes his living from running a tatty Shuggy Hall typically infested with punks and trainee thugs. However, sources close to him rumour that he is in league with some larger 'concerns' and may, in fact, be a link-man between several racketeers and their associates. However, Higgins appears to have inherited some of the flair for keeping his activities hidden from the Judges, from his possible employers. Certainly he has done very little to attract the attention of the Justice Department since his last prison term.

Past offenders in Higgins' employ include Dave Harm (2 terms for GBH, 3 and 4 years), thought to be Higgins' minder, and Francis Kevorkian (1 term for vehicle theft, 7 years) who is barman at Higgins' Shuggy Hall. Suggest time is ripe for further investigation of Higgins' activities.

HIGGINS' SHUGGY HALL

Merrick Alley, off Jack Brucelosis Parade, east Sector 17 Central.

Comments: Higgins' is a typical 'shady dive', frequented by undesirables and roughnecks of all persuasions. The hall has a good record for peacekeeping, though this is more down to the presence of Higgins and his minders than any goodwill on the part of the clientele. Rumours have several times spoken of the hall being used for the storage of illicit and stolen material, though raids have discovered nothing. Suggest time is right for further investigation at opportune moment.

The Judges will have to park their Lawmasters by the side of the road, and enter the building on foot.

Before they enter they may decide to split up and see if there is a side entrance from which they can enter to make a two-pronged attack. In fact there is, what appears to be a goods entrance about 15m along down the side alley from the street. A gentle slope leads down to two doors; the slope is surprisingly free of rubbish, as if swept regularly. If the Judges wish to enter the building in two places at once they should keep in radio contact via their helmet mikes, and kick the doors in at the same time.

The side doors lead straight in to the main shuggy area of the hall (see the smaller version of the floorplan, included here), but there is a pair of thick drapes over the doorway, which will require an Action to push past.

Getting in the front door may require more effort. Standard procedure is to knock loudly on the door. If they do this, the doorman sat in the lobby will immediately press the alarm button and everyone inside (bar Higgins, Harm, Thermo and Kevorkian) will be alerted and will start moving towards the side exit ready to flee if necessary. A better tactic is to smash the door open with a hefty kick, just as the other Judges smash their way in through the side door.

3b: INSIDE

When the Judges burst through the door you can switch to the large playsheet map of the Shuggy Hall. Only place characters in areas which can be seen by the Judges. As they move through into other areas you can then add the people they meet.

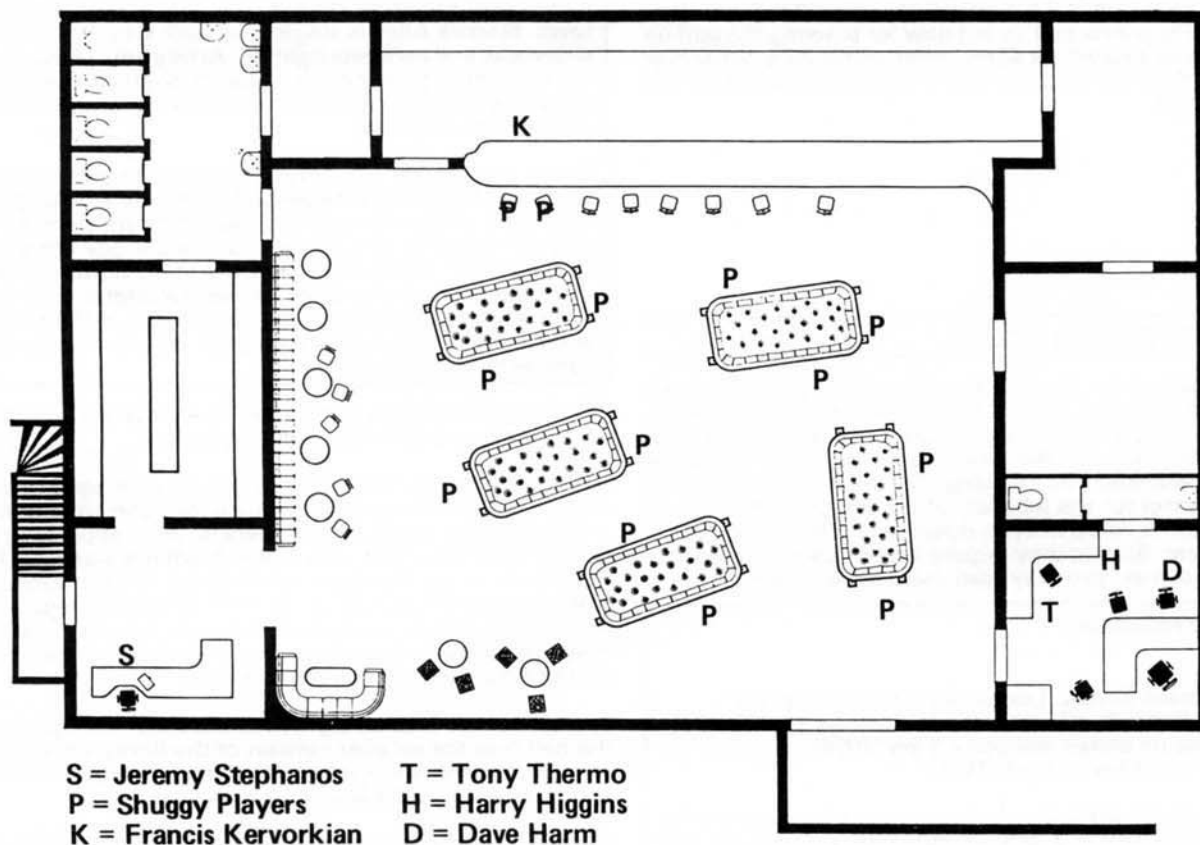
If the Judges have knocked on the door it will be opened by the doorman, a young punk called Jerry Stephanos, after a short delay (during which time Stephanos will have sounded the alarm and warned everyone inside of the raid). If the Judges have come straight through the door, he will still be sat at one end of his desk, watching a show on the vid in front of him; as soon as he sees the Judges enter he will dive across behind the desk and try and hit the alarm button. A quick thinking Judge can reach him and slug him, or challenge him to stop, while the others charge through a thin bead curtain into the main hall.

The Main Hall

Tobacco smoke hangs heavy in the air, and the place is noisy with the sound of tinny music and chatter. The hall is not crowded at this time of the morning, but there are a good dozen people dotted around the five shuggy tables. All the tables have creds piled on the edge — obviously stakes on the various matches. Seated at the bar are a couple more people, exchanging small talk with the barman. Everyone looks rough and ready for a rumble, even the barman. (Note: if the alarm has been rung, the clientele

3a: GETTING IN

As the players arrive at Higgins', after a journey lasting approximately 25 minutes, you should read them the following description of the area around the hall. The time is now 08:17.



will be in the act of gathering up their money and shuggy cues and rushing towards the curtained side exit — unless some other Judges have just burst in there!)

Of the 15 people in the hall, 6 are unarmed, and will surrender as soon as they are challenged, and lie on the floor out of the way. 5 of the rest will have stats A; 3 will have stats B. The final character is Francis Kervorkian, the barman, who has a morbid fear of the Cubes after his last term in them, and will fight to the death with the spit gun he has hidden under the bar, though it will take him an Action to retrieve it from its hiding place.

	S	I	CS	DS	TS	SS	MS	PS
Opponent A	2	15	15	10	10	35	5	8

Armed with Hand-guns.

	S	I	CS	DS	TS	SS	MS	PS
Opponent B	2	28	25	15	15	40	5	8

Armed with Spit Pistol.

	S	I	CS	DS	TS	SS	MS	PS
Kervorkian	2	35	30	15	18	20	10	2

Armed with Spit Carbine

Those fighting will crouch down behind the shuggy table or leap over the bar and shoot over the top at the Judges, who may need some cover themselves. As the Judges start to react to the guns being brandished and the shots beginning to fly, you should tell one of the Judges that they have just seen two men surreptitiously hustle a third into the door to the office in the far right-hand corner of the room. If some Judges have come through the side door they will be in a position to reach this door fairly quickly, unless distracted by the fighting, but whatever happens the result will be the same, as will be revealed very soon.

Of those fighting, only Kevorkian has a death-wish, and so the others will surrender if Wounded or enough of their friends have been hit. If the Judges finish the gun-battle and do not follow up the lead and check out the office straight away, tell them that they hear several loud gunshots come from there.

3c: HIGGINS' REVENGE

Higgins' office is clean and modern, in direct contrast to the rest of the premises. A large L-shaped desk covered in papers takes up one corner. Behind it hangs a large holoportrait of Higgins which must have cost thousands. In the corner opposite the main desk is a computer terminal and vid-unit, and a number of filing cabinets. There are three men in the room. One is lying spreadeagled on the floor (position T), a small bullet wound leaking blood from the back of his head. Read this to your players as soon as they enter:

As you open the door two cleanly-dressed men swing around, guns in their hands. A third man, some street punk by his dress, lies prone on the floor, bleeding from a head wound. They curse, and level their guns at you.

Higgins and Harm will fight to the death; they are desperate men and know that they would get life for what they have done. They will not surrender, no matter what happens.

	S	I	CS	DS	TS	SS	MS	PS
Harry Higgins	2	45	38	20	5	68	2	10

	S	I	CS	DS	TS	SS	MS	PS
Dave Harm	3	27	50	12	2	35	1	2

Both men are armed with spit pistols; Harm's has 8 shells left, Higgins' still has the full 10. Neither of them have any more ammunition on them (it's locked in Higgins' desk drawer).

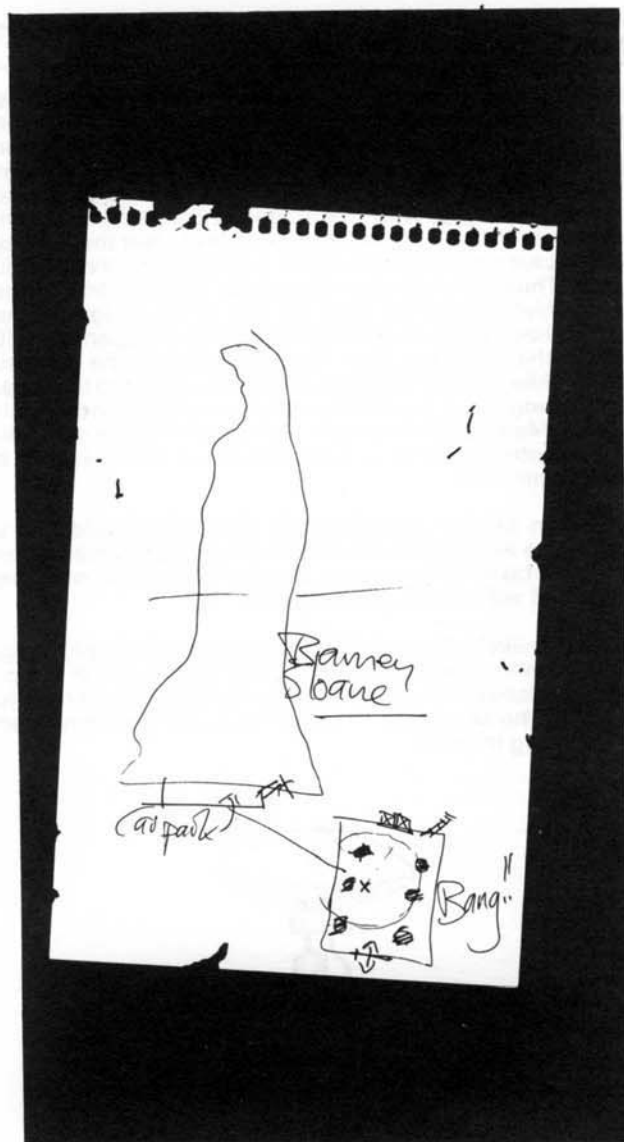
It is very likely that the Judges will gun both of them down very quickly. However, you should ensure that Higgins dies before Harm. The latter will slump to the ground, very badly wounded, and can be questioned for a few brief moments before he dies. Harm's answers will depend upon the questions asked by the players, and you should pick suitable replies from the following mass of information. If a subject asked after isn't covered you should make up something trivial. (The Judges may question Harm for 1 real minute — time them! — before he passes away for good. Make them aware that they haven't got long by saying 'He's fading fast, hurry it up!', etc.)

The body on the floor is that of one Tony Thermo, a young punk who had made thermic explosives his hobby. He had been hired by Higgins, on the instructions of others, to blow up buildings, starting with Ed Asner block. It was blown up as a warning to some rivals using a legitimate building company as a front for their criminal operation, an operation which was intruding on Higgins' employers' patch. The plan was to keep destroying every new block the creeps put up, until they saw sense and moved out. When the Judges burst in, however, Higgins tried to silence Thermo. The name of the building company used as a front by these unknown perps is Skyhigh Interests; he does not know who owns them, nor the names of any other blocks which might be targets.

At this point the Judges may decide to search the office and Thermo's body, while others get in contact with Control for information and a Catch wagon for the perps from the hall.

The Office: Higgins' desk is covered with papers but they are all to do with the accounts of the shuggy hall. The desk's only other decoration is a small vid phone unit. The desk drawers are locked. All contain stationery, and trivial scraps of paper; the top left also holds three boxes of spit pistol ammunition and a shoulder holster. The keys to all the drawers are in Higgins' pocket. The computer files hold many more clues, but no-one will ever get them out. The files have an auto-wipe feature if a password breaker is applied to them. Their secrets will be lost the moment anyone tries to crack them, unless the specific password ('Eustace' — the name of Higgins' father) is immediately input. Just off the office is a store cupboard-cum-bathroom, which reveals nothing of any use.

Tony Thermo: Thermo has a mock-canvas bag slung over one shoulder, and some loose change in his pockets. Inside the bag are the following: a 15cm flick-knife, the insides of an alarm clock, a set of tiny screwdrivers, a circuit tester, and two paper items. The first is a glossy brochure describing the Sector 17 southside development programme, as built by Skyhigh Interests Inc. It shows seven new blocks, pointing out that the first — the Barney Sloane block — is designed along the lines of the prestigious Ed Asner block located in Sector 14 Central, and is expected to be opened very shortly. Thermo has ringed this bit of information and a picture of Sloane block. There is also a small scrap of crumpled paper which shows the following rough sketch:



Control: Control will send a catch wagon for the perps fairly soon, and may volunteer information about Skyhigh Interests and the Barney Sloane Block if asked about them.

Skyhigh Interests Inc. are owned by Baby Reardon, a very rich and influential businessman who made his fortune in Texas City and has recently relocated his company to Mega-City One in search of higher profits and greater expansion, as the city has more opportunities for block development. The company employs several hundred citizens, as well as a range of construction and demolition robots, and owns a large block, Skyhigh Towers, in Sector 99 East. It has no connection with any criminal activity, as far as is known.

Barney Sloane Block is the first of the new southside development blocks to be completed, and is due for a gala opening today at 09:30, attended by Sector Chief Marshall and vid star Prester Button, as well as thousands of citizens.

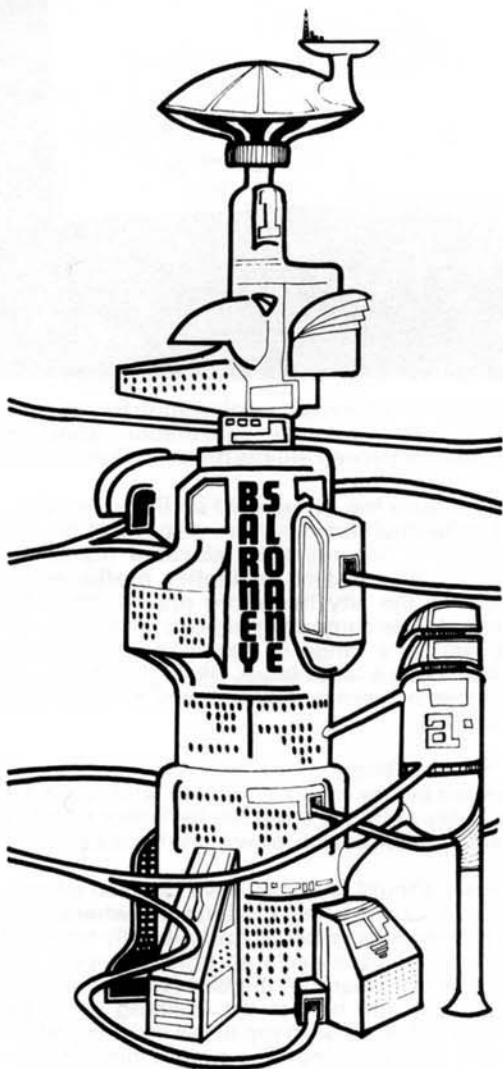
Your players should, by now, have realised what is going on. There is a thermo bomb hidden somewhere in the basement of Barney Sloane Block, undoubtedly timed to go off just as the building is declared officially open. Thermo's diagram makes it clear that the blast will knock out several support pillars, and in fact the building could collapse, maybe even fall directly on top of the crowds gathered outside for the gala opening. The time is now 08:55 — they have 35 minutes; the situation is urgent.

FOUR: THE BOMB IN THE BASEMENT

There are a number of options now open to your players. The first is to warn everyone about the bomb. However, while it is fairly easy to stop the Sector Chief and Mr Button from attending in time, there are at least 20,000 citizens already gathered around Reardon Plaza outside Sloane to watch the opening, with many more expected very soon. The Judges at the scene will not be able to clear them away without causing a panic in which a great many lives could be lost. Thus, five minutes discussion with Control or the Sector Chief himself (or, later on, one of the Judges at the scene if they decide to go immediately to the opening) will produce the following plan: the celebrities will be delayed a short while, no more citizens will be allowed into the area, and the Judges will try and clear the area with the minimum of panic. Meanwhile, the team are required at the scene to help out with the bomb, as only they know where exactly it has been planted.

If the team ask for specialist help they will be told that a Tech-Judge experienced in defusing thermo-bombs will be found and taken to the scene, though Control are not sure how long it will take to get him there.

It is equally likely, though, that the Judges will simply jump on their Lawmasters and zoom off to sort it all out themselves. Whichever course they choose, they will eventually set off for the southside development, and you may read the following to them.



As you get close to the southside development the traffic gets very busy indeed, with hundreds of vehicles heading for the opening ceremony. Your sirens manage to open up a path in the jam for you, but time is ticking on, and it is 09:10 before you reach the crowded plaza outside Barney Sloane. The square is jam-packed with citizens, all obviously waiting for the event to begin. As you pull up a female Judge runs up to you.

The Judge will say one of two things, depending on whether the team has called Control and told them to clear the area or not. If they have, she will inform them that the Chief and Prester Button have been diverted, and that they are just about to start evacuating the crowd, section by section to avoid undue panic. She also has some bad news: the Tech-Judge hasn't arrived yet (if the team didn't ask for one leave this last part out).

If they haven't called ahead, she will ask if they are the help she ordered earlier for crowd control. They will have to tell the Judge what the situation is, and she will suggest the plan of action outlined above. All that is left now is for the Judges to take their courage in both hands, and go look for the bomb!

Note: the thermo-bomb is timed to go off at 09:40 unless it is somehow stopped, but the Judges will assume that it is set for 09:30 so don't let on that they have an extra ten minutes! We recommend that you use real-time to count down to this rather than try adding up Combat Rounds. A simple way to keep track is to set your watch (if you are wearing one) to the current time; when it gets to 9:40 the bomb goes off! It is currently 09:12.

4a: PUNKS RULE!

The pipeway that leads down into the basement car-park is wide and new looking, but some creep has already made his mark by scrawling 'PUNX RULE SOUTHSIDE!!' in large red letters on one wall. As you reach the bottom of the slope and enter the car-park, a bizarre sight hits your eyes. Someone is having a party!

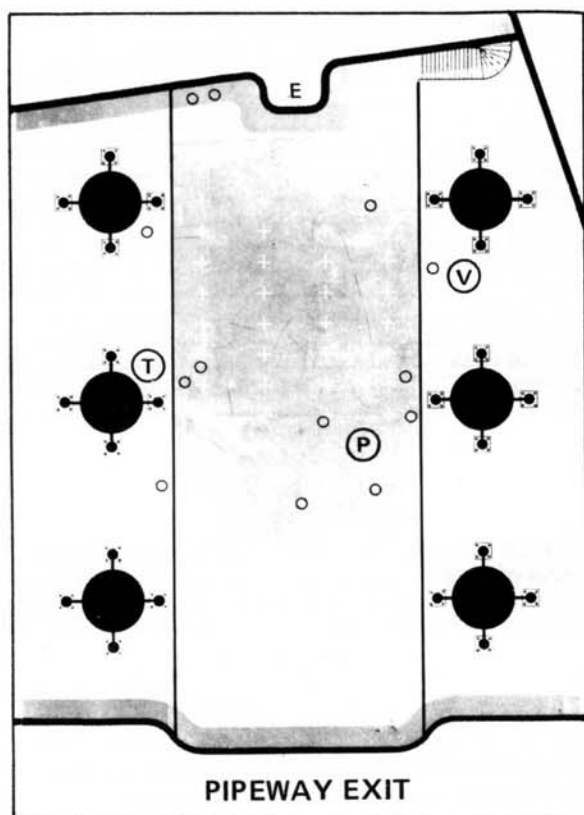
There are drunken punks all over the place! Some are sprawled on the ground clutching bottles of Munska; others are happily spraying slogans on the walls and support pillars. In the centre of the car-park three spugs are sat on the bonnet of a roadster listening to some loud Ug Rock 'music' screeching out of the car stereo. As they hear the noise of your bikes the punks look up as one. "It's the Law! Spug out, uggies!" shouts one, and they start pulling out assorted weapons from concealed holsters & pockets.

The punks saw all the crowds gathering for the opening ceremony, and are using it as a diversion to become the first spugs in the area to vandalise the new block. They stopped to celebrate on the way, though, and they are all very drunk. As a result their fighting skill is luckily fairly low, though there are 9 of them, and the Judges have other things to do right at this moment!

You should set up the roadway as shown in the diagram, with the three vehicles and 9 punks dotted around the car-park. The Judges enter via the Pipeway Exit at the bottom of the plan.

Each punk has the following stats:

	S	I	CS	DS	TS	SS	MS	PS
Punk	2	20	22	15	5	42	5	8
Armed with hand guns.								



- (V) = stolen van
 (T) = Thermo's car
 (P) = Punks' car
 E = elevator
 ○ = Punks' starting positions

Vehicle P is a flashy scarlet roadster, obviously stolen. If the fight starts to go badly for the punks, two or three of them will leap in the car and attempt to drive out. However, since they are drunk, you should roll for *Control Loss* every 2 Rounds.

Vehicle T is a small silvery-coloured saloon car left behind by Tony Thermo late last night. It is unlocked, and the keys are still in it. The bomb is in the boot, which is also locked. Shooting at the boot lock has a 50% chance of setting off the bomb immediately. The key to the boot is in the bunch with the others inside the car. If any shots hit the saloon — and there will be at least one punk hiding behind it during the fight to come — Coachwork hits have a 5% chance of hitting the boot and setting off the bomb. See below for what happens if the bomb goes off.

Vehicle V is a small truck, reg DATX/CAM1221/00, with a small grey dinosaur logo painted on the side. It has been stolen from Wayne Daktari's, and does indeed contain an immature *Tyrannosaurus Rex*, which will get very worried the moment any shooting starts. After D6 Combat Rounds it will begin rocking the van from side to side and squealing as it tries to get out. After D6 Rounds of this it will burst its head out of the top, and roar loudly, before pulling the rest of its scaly body free from the vehicle. It will attack the nearest moving thing.

Baby *Tyrannosaurus* S I CS
 5 0* 40

*Roll D6 for Actions each Round.

Its teeth and tail both have +1 Effect Modifiers.

4b: THE BOMB IN THE BOOT

Thermo's thermo-bomb is a standard-sized device (see p117 earlier). If the boot is opened (prising it open with something suitable like a boot knife should be allowed), the Judges will realise that they have an extra ten minutes. If the bomb blows up it will destroy the support pillars holding up Barney Sloane block, and it will come crashing to the ground, burying the team alive and killing several thousand citizens outside.

If the Judges feel up to trying to defuse the thermo-bomb, they must allow just one of their number to make two successful rolls against their Tech Skill. You should inform them of this if they ask what they have to do to defuse it. Since they are inexperienced Judges, it is more likely that they will have to think of other methods of coping.

The Judges can drive the car, as long as they take things gently, but once outside, of course, the roads will be full of traffic and the nearest open space — Reardon Square — will be full of people. There are several H-Wagons around, though, and these should provide one way out. If no-one thinks of anything, have another (NPC) Judge suggest the following to them over the radio: an H-Wagon could either lift the car up and away to another part of the development site which is little more than wasteland, and allow it to explode safely. This would take three minutes in all. If time presses, the H-Wagon could instead just rise straight up into the air with the car attached and let the device go off. The pilot would undoubtedly be killed, but his sacrifice is worth the lives of the 20,000 citizens gathered outside.

Whatever happens, the bomb will explode at exactly 09:40, and if it is still next to the foundation pillar the block will collapse. This last section relies more on the creative thinking of your players than on any set solutions, so be prepared to allow them to attempt things not governed by the above or by the rules. They may surprise you!

AFTERWARDS

If the Judges have survived the bomb blast, or prevented it from happening, the adventure is effectively over, and they may pat themselves on the back. Experience points should be doled out between all those who survived to the end; those who were hospitalised earlier may still be awarded experience points, but only for events up to the time they left the case. Aim to give everyone who survived the adventure between 30 and 70 EPs; take 50 as the medium score and add or subtract up to 20 points according to how well each Judge performed. Alternatively, go through the adventure, and award 1 to 5 points for each significant clue found or situation resolved, again aiming for an average of 50 points for each Judge.

AFTER THE BOMB...

There are still some unresolved questions left hanging at the end of this adventure, if you wish to continue it. There is the matter of Higgins' employers, and even more importantly, the criminals who hide behind Skyhigh Interests Inc. These are mobsters of the highest order, and will take some cracking. When the Forensics people search Higgins' Shuggy Hall they will find that the storeroom at the rear of the building is full of stolen property, including some very bizarre items including some rare antiques. Tracing the owners, and then arresting them for possession of them before they were stolen, could go on for a long time to come. This one could run and run...

INDEX

Entries in the Judge's Manual are italicised.

A

Actions	15, 18
– Permissible Actions	19
– Phase Table	19
Aiming	20, 23
Aliens	86, 65
Area Effect Fire	24
Armour	25
Arrests	18, 44
– Arrest Example	30
Auto-Units	35

B

Back-up Units	44, 45
Barney	43
Birdie Lie Detector	10
Blitzers	53
Breaking down doors	38
Burglars	52

C

Campaigns	28
Challenge & Surrender	15, 15
Character Creation	12, 6
– Judge Sheet	16
– Playing in character	13, 8
Citizens	49, 62
City-Blocks	62
– Block Facilities	64
– Block Names	64
– Inside A Block	67
– Planning A Block	63
Citi-Def	50, 64
Climbing	33
Collisions	36
Combat	16, 18, 23
– Automatic Failure	23
– Damage — <i>see separate entry</i>	
– Hand-to-Hand — <i>see separate entry</i>	
– Lighting	22
– Moving Targets	23
– Observation	22
– Opening Fire	21
– Shooting Table	23
– Shooting Through Objects	38
– Target Size	22
– Throwing Missiles	18, 29
– Types of Fire	23
– Weapon Malfunctions	24
Combat Round	18
Combat Skill	7
– CS Special Abilities	39, 51
Communicating	40
Control Loss	21, 36
Creatures	88
Crimes	54
– New Crimes	61
Cursed Earth	65
Cyborgs	106

D

Damage	25, 16
– Armour Protection	25
– Death	26
– Hit Location (H-to-H)	29

– Hit Location (missiles)	25
– Personal Damage	25
– To Equipment	17, 27
– To Robots	17
– Wound Damage	26
Data Use	34, 43
Dice	7, 3
Dinosaurs	90
Disease	92
Disguise	34
Doors	23, 38
Drive Skill	7, 7
– DS Special Abilities	39, 52
Driving	21, 20, 34
– Car Chases	21
– Collisions	36
– Control Loss	21, 36
Drowning	33
Dunks	51

E

Equipment	94
Example of Play	5
Experience	39, 48
– Experience Points	38, 48

F

Falling	37
– Falling Objects	37
Fire & Burning	19
Flying	34, 35
– Control Loss	22, 36
Forensics	37
Futsies	50, 45, 64

G

Game Mastering	4, 8
– Campaigns	28
– Designing Scenarios	10
– Running a Game	9
– Supervising Combat	15
Game Turn	18
General Fire	23

H

Handedness	8
Hand-to-Hand Combat	18, 29
– Damage	29
– Hit Location	29
– Knock-Outs	30
Heisters	52
Henchmen	53
Hiding	34
Hover Vehicles	35

I

Initiative	7
– I Special Abilities	39, 49
Interrogation	30
Iso-Blocks	35, 45

J

Judges—	
– Characters — <i>see separate entry</i>	
– Equipment	13, 9

- Famous Judges	69
- Promotion	43
- Special Assignments	43
- Specialist Judges	42, 48
- Training	5, 6
Jumping	19, 33
Justice Department—	
- Chief Judge	69, 47
- Internal Organisation	43, 47
- SJS	45, 46
Juvs	49, 63

K

Knock-Outs	30
------------------	----

L

Lawgiver	10
- Accessories	12
- Ammunition	11
Lawmaster	13
- Armaments	14
- Record Sheet	17
Lawmaster Kick	19, 30
Libraries	43
Lifting	22, 37
Listening	38
Locks	23, 38
Luna-1 Moonbase	65

M

MAC	43
Maps & Floorplans	4
Medical Attention	16, 26
Med Skill	7
- MS Special Abilities	40, 54
Mega-City One	58
- Citizens	62
- Crazes	64
- Government	60
- History	59
- Location	58
- Media	61
- Places of Interest	79
- Power & Resources	62
- Public Transport	33, 43, 61
- Roads	32, 41, 61
- Weather	62
Miniature Figures	7, 4
Mobsters	52
Movement	19, 32, 19
- On Foot	33, 19, 42
- Silently	20, 34
- Transporting Perps	45
Moving Targets	23
Mutants	101, 64

N

Non-Player Characters	46
- Equipment	54
- Generating NPCs	47
- Perp Sheet	48
- Playing NPCs	46
- Team Sheet	48
- Typical NPCs	49
- Weapons	54

O

Opening Fire	21
--------------------	----

P

Patches & Patrols	31, 40
Phases	18
- Phase Table	19
Plants	103
Poison	104
Pollution Meter	10
Pranksters	51
Prisons	35
Psi Skill	8
- Psi-Save	19, 30
- PS Special Abilities	40, 56
- Psychic Immunity	8
- Psykers	53
Punks	50
Pursuit	32



R

Radiation	104
Reloading	20
Repairing Equipment	39
Respirator	9
Robots	105

S

Scales for Miniatures	4
Sector House	43, 46
Sectors	62, 60
Sentencing	35, 44
Speaking	19
Special Abilities	13, 39, 8, 49
Sponts	61, 64
Spotting Hidden Items	20, 34
Street Pirates	52
Street Skill	7
- SS Special Abilities	40, 54
Strength	7
Stuns	16, 26
Surrender — <i>see Challenges</i>	
Swimming	33

T

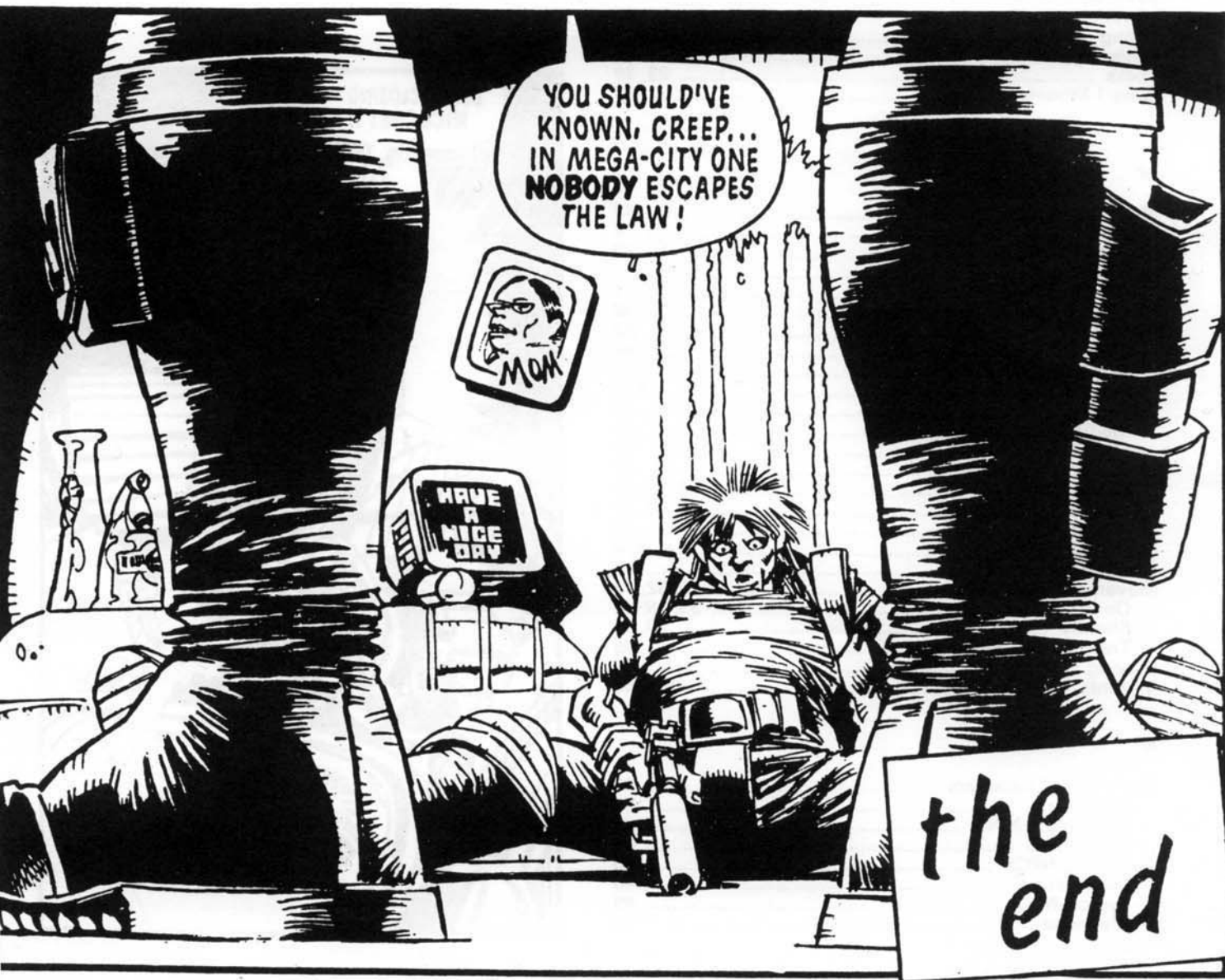
Taps	51
Target Point Fire	24
Target Size	22
Tech Skill	7
- TS Special Abilities	40, 53
Throwing	18, 22, 29, 37
Tracking	32
Traps	20, 34
Troggies	53, 65

V

Vehicles	107
Vigilantes	53

W

Weapons	112
- Weapon Malfunctions	24
Wild Fire	23
World in 2107	82
Wounds	16, 26





МЕРКВ