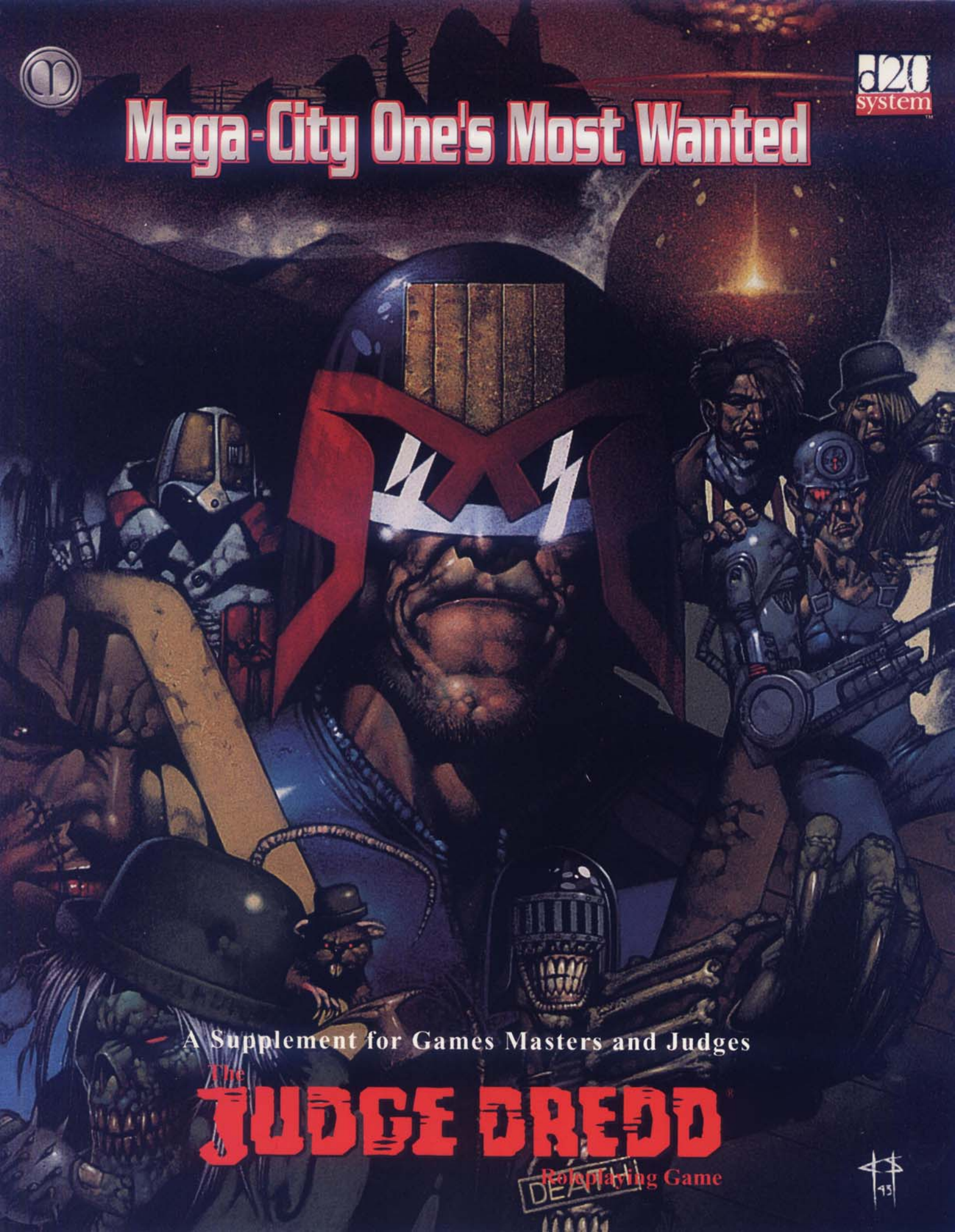




Mega-City One's Most Wanted



A Supplement for Games Masters and Judges

The
JUDGE DREDD

Roleplaying Game
DEATH











Table 2-1: Skills Table

Skill	Untrained	Key Ability
Appraise	Yes	Int
Balance	Yes	Dex
Bluff	Yes	Cha
Climb	Yes	Str
Computer Use	Yes	Int
Concentration	Yes	Con
Craze	Yes	Varies
Disguise	Yes	Cha
Drive	Yes	Dex
Escape Artist	Yes	Dex
Forgery	Yes	Int
Hide	Yes	Dex
Intimidate	Yes	Cha
Jump	Yes	Str
Knowledge	No	Int
Listen	Yes	Wis
Medical	Yes	Wis
Move Silently	Yes	Dex
Perform	Yes	Cha
Pick Pocket	No	Dex
Pilot	No	Dex
Profession	No	Wis
Psi-Scan	No	Int
Read Lips	No	Int
Ride	Yes	Dex
Search	Yes	Int
Sense Motive	Yes	Wis
Spot	Yes	Wis
Streetwise	Yes	Wis
Swim	Yes	Str
Technical	No	Int
Tumble	No	Dex
Wilderness Lore	No	Wis

Table 2-2: Computer Use table

Action	Time Required	DC*	Example
Simple	1 round	10	Judge finding perp's last known address from MAC
Average	1d4 rounds	15	Establishing a remote link from a terminal to target computer
Difficult	2d10 minutes	20	Citizen accessing the full bank details of another
Almost Impossible	1d4 hours	25	Illegally accessing the computers of Justice Central

* If a character wishes to avoid leaving a trace of his tampering with a computer system, add 10 to the DC of the Computer Use check – the vast majority of such systems within Mega-City One are constantly monitored by MAC and the Justice Department and they keep very extensive records. A truly skilled character is required to operate computers without leaving a trail.

Table 2-7: Technical Check**Technical Device**

Complexity	Time Required	DC*	Example
Simple	1 round	10	Open a citizen's electronic door lock
Average	2d4 rounds	15	Repairing a street cannon
Difficult	2d10 rounds	20	Modify a Lawmaster so it may start without a judge's ident-chip
Complex	1d6 minutes	25	Disable a fusion bomb
Impossible	2d10 minutes	30	Remove self-destruct charge from a Lawgiver

* If a character wishes to avoid leaving a trace of his tampering with an existing device, add 10 to the DC of the Technical check

Table 2-3: Concentration Checks

Distraction	Concentration check DC
Injury or failed saving throw	10 + damage dealt
Suffering continuous damage (such as from a Rad-Pit)	10 + half of continuous damage last dealt
Damaged by a psi-power	10 + damage dealt + psi-power level
Grappled or pinned	20
Vigorous motion (such as being on a moving bike)	10
Violent motion (such as being in a Mo-Pad crashing through a plaza)	15
Being in a High Wind	5
Being in violent weather (driving snow, hail, etc. . .)	10
Entangled (in a cling net, for example)	15

Table 2-4: Forgery Checks

Condition	Reader's Forgery Modifier
Type of document unknown to reader	-2
Type of document known to reader	+0
Type of document very well known to reader	+2
Reader only casually scans document	-2

Table 2-6: Ride Checks

Riding Task	DC
Guide with Knees	20
Stay on Bike	5 + damage sustained
Soft Fall	15
Fast Mount or Dismount	20

Table 2-5: Medical Checks

Medical Task	DC
Stabilise	15
First Aid	15
Treat Called Shot	15
Long-Term Care	20
Treat Poison	Poison's DC
Treat Disease	Disease's DC
Treat Radiation	Radiation's DC

Cover

Characters in Judge Dredd gain the following bonuses for being behind cover while attacked.

Degree of Cover	Cover DV Bonus	Example
One-quarter	+2	Standing behind a bike
One-half	+4	Standing at an open window
Three-quarters	+7	Peering around the corner of a mo-pad
Nine-tenths	+10	Within an enclosed vehicle
Total	May not be attacked	On opposite side of plasteen wall

Table 5-1: Substance Scores

Substance	DR	Hit Points
Lead	10	10/inch of thickness
Plasteen	10-15	15/inch of thickness
Plastisteel	20	20/inch of thickness
Rockcrete	15	30/inch of thickness

Table 10-1: Fire Table

Fire Size	Reflex		Example
	Damage	save	
Tiny	1d3	10	Candle
Small	1d6	12	Camp fire
Medium	1d6	15	Burning citizen
Large	2d6	16	Burning ground car
Huge	3d6	18	Crashed mo-pad
Gargantuan	4d6	20	Exploding chemical container
Colossal	5d6	25	Block inferno

Table 8-1: Arrest Check Modifiers

Situation	Judge's Arrest check modifier	Perp's Arrest check modifier
Every judge in perp's sight	+1	-
Every pat-wagon or h-wagon in perp's sight	+2	-
Every Manta Prowl Tank in perp's sight	+3	-
Perp in cover	-	+5
Every ally of perp within sight and not dead or arrested	-	+1
Perp involved in combat	-	+2
Judge involved in combat with perp or perp's allies	-	+4
Perp has succeeded in previous Arrest check	-	+5
Judge has 5 or more ranks in the Intimidate skill	+2	-
Perp has 5 or more ranks in the Intimidate skill	-	+2
Perp reduced to half original hit points or less	+2	-
Judge reduced to half original hit points or less	-	+2

Defence Values

Defence Value = 10 + total Reflex save bonus + size modifier.

A character's total Reflex save bonus includes the base amount determined by his class, as well as all bonuses provided by Dexterity modifiers and feats such as Lightning Reflexes.

Attack Rolls

Melee Attack rolls = 1d20 + base attack bonus + Strength modifier + size modifier.

Ranged Attack rolls = 1d20 + base attack bonus + Dexterity modifier + size modifier + range penalty.

An attack roll must equal or exceed a target's Defence Value in order to score a hit. Critical hits and other threat rolls apply as normal in Judge Dredd.

Table 5-2: Object Scores

Object	DR	Hit Points	Break DC
Belliwheel	9	30	30
Citizen Apartment Door	8	15	18
Flashlight	4	6	20
Handcuffs	15	10	30
Hand-Held Communicator	3	4	18
Heavy Weapon	10	25	25
Pistol	10	4	20
Plastisteel Armoured Door	20	80	35
Rifle	10	15	20
Synthi-Ale Beaker	2	2	12
Synthi-Wood Table	4	10	15
Toolkit	6	8	18
Tri-D Screen	8	20	22

Table 6-3: Driving Conditions

Driving Condition	Drive/Ride modifier
Light or no Traffic present	-
Moderate Traffic present	-4
Heavy Traffic present	-8
Every 25 mph, or part of, above safe speed	-2
Vehicle moving at Crawling Speed	+10
Small Vehicle	+2
Medium Vehicle	+1
Large Vehicle	-
Huge Vehicle	-2
Gargantuan Vehicle	-4
Colossal Vehicle	-8

Table 5-3: Fast Moving Attacks

Target's Speed	Ranged Penalty
25 mph or less	-
26-50 mph	-2
51-100 mph	-4
101-200 mph	-8
201 mph or more	-16

Table 6-1: Miles to Feet

Vehicle Crawling Speed	Character Movement Rate
1mph	10 ft.
2 mph	20 ft.
3 mph	30 ft.
4 mph	40 ft.
5 mph	50 ft.

Table 6-2: Safe Speeds

Road or Terrain	Safe Speed
Ruins	25 mph
Rough Ground	50 mph
Pedway	25 mph
City Bottom	100 mph
Slipway	150 mph
Skedway	175 mph
Meg-way	200 mph

Table 6-8: Exploding Vehicles

Vehicle Size	Area of Effect	Damage	Armour Piercing
Small	5 ft.	1d6	1
Medium	10 ft.	2d6	2
Large	20 ft.	3d6	4
Huge	25 ft.	4d6	6
Gargantuan	50 ft.	8d6	10
Colossal	100 ft.	16d6	16

Table 6-4: Slowster Table

	Struck By (size of vehicle)			
	D20	City Bottom	Slipway	Meg-Way
	1-2	-	-	-
	3-4	-	-	Medium
	5-6	-	-	Large
	7-8	-	Medium	Large
	9-10	Medium	Medium	Huge
	11-12	Medium	Large	Huge
	13-14	Large	Large	Gargantuan
	15-16	Large	Huge	Gargantuan
	17-18	Huge	Gargantuan	Colossal
	19-20	Gargantuan	Colossal	Colossal

Table 6-7: Collision Damage Modifiers

Vehicle Size	Damage Modifier
Small	x ½
Medium	x 1
Large	x 2
Huge	x 4
Gargantuan	x 8
Colossal	x 16

Table 6-5: Control Loss

Drive/Ride check failed by	Effect	Check Penalties	Speed Loss
5 or less	Judder	-2	-
6-10	Skid	-4	25 mph
11-15	Spin	-10	50 mph
16+	Roll	No action possible	100 mph

Table 6-9: Pilot Modifiers

Vehicle Speed & Size	Pilot Modifier
Small Vehicle	+2
Medium Vehicle	+1
Large Vehicle	-
Huge Vehicle	-2
Gargantuan Vehicle	-4
Colossal Vehicle	-8
Heavy Storm/Hurricane Winds	-10
Bad Weather/Strong Winds	-4
50 mph or less	-
51-100 mph	-1
101-200 mph	-2
201-400 mph	-4
401-600 mph	-8
601 mph or more	-16

Table 6-6: Collision Damage

Ramming Speed	Damage
25 mph or less	1d10
26-50 mph	2d10
51-100 mph	4d10
101-200 mph	8d10
201-400 mph	16d10
401mph or more	Automatically destroyed

Table 4-3: Weapons

Weapon	Damage	Armour Piercing	Area of Effect	Critical	Rapid Fire	Range Increment
Melee Weapons						
Tiny						
Knife	1d6	2	-	19-20/x2	1	10 ft.
Las-Knife	1d6	10	-	18-20/x2	-	-
Small						
Electro-Prod	1d10	-	-	x2	-	-
Medim						
Club	1d8	0	-	x2	-	10 ft.
Las-Saw	1d8	10	-	19-20/x2	-	-
Robowhip	*	-	-	x2	-	-
Large						
Las-Burner	2d12	15	-	19-20/x2	-	-
Spear	1d6	0	-	x2	1	20 ft.
Grenade Weapons						
Tiny						
Concussion	1d10	-	20 ft.	-	1	20 ft.
Fire Bomb	1d6	-	10 ft.	-	1	20 ft.
Hand Bomb	2d8	10	10 ft.	-	1	20 ft.
Hi-Ex Pack	2d10	16	20 ft.	-	1	10 ft.
Smoke Bomb	*	-	30 ft.	-	1	20 ft.
Pistol Weapons						
Small						
Antique Revolver	2d6	4	-	x2	1	60 ft.
Electra Zap Gun	2d8	-	-	-	1	5 ft. max.
Hand Gun Walther Mitsubishi PPK II	3d6	4	-	19-20/x2	3	100 ft.
Large						
Hypo Dart Gun	*	0	-	-	1	30 ft.
Laser Pistol, Walther Mitsubishi LPK I	4d6	14	-	18-20/x2	1	200 ft.
Spit Pistol, Rasterblaster RB-03	2d6	6	-	19-20/x2	3/6	150 ft.
Zip Gun, Mauley 'Madam Protector'	2d8	4	-	19-20/x2	1	60 ft.
Rifle Weapons						
Large						
Claw Grapple	1d6	0	-	-	1	Max. 100 ft.
Double-Barrelled Stump Gun, Sg-1 XX	2d6	2	5 ft.	x2	1	30 ft.
Laser Rifle, Mauley M500	4d8	14	-	18-20/x2	1	300 ft.
Sawn-Off Stump Gun, Sg-1 X	2d6	2	10 ft.	x2	1	10 ft.
Sonic Blaster, Hondai MegaSound	1d10	-	-	x3	1	30 ft.
Spit Gun, Weptek 12mm	2d6	6	-	19-20/x2	3/6	200 ft.
Stump Gun, Sg-1 X	2d6	2	5 ft.	x2	1	30 ft.
Sucker Gun	1d4	0	-	-	1	Max. 50 ft.
Heavy Weapons						
Large						
Heavy Laser,	4d10	18	-	18-20/x2	1	300 ft.
Heavy Spit Gun, Rasterblaster RB-32	3d6	8	-	19-20/x2	6	400 ft.
Lazooka, Laser Destroyer Mk III	5d10	20	5 ft.	18-20/x2	1	500 ft.
Missile Launcher, Mauley 'Snub-Nose'	-	-	-	-	1	-
(Hi-Ex Missile)	3d12	20	20 ft.	x3	1	600 ft.
(Homing Missile)	2d8	16	10 ft.	x2	1	600 ft.
Huge						
Sonic Cannon, Hondai UltraSound	2d10	-	30 ft.	x3	1	200 ft.
Exotic Weapons						
Medium						
Light Disintegrator	*	-	-	-	1	10 ft.
Large						
Heavy Duty Disintegrator	*	-	5 ft.	-	1	20 ft.
Laser Lance, Weptek LL Mk II	3d10+10	14	-	18-20/x2	1	60 ft.
Huge						
Flesh Disintegrator	*	-	10 ft.	-	1	20 ft.

Mega-City One's Most Wanted

Matthew Sprange

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Introduction

Welcome to *Mega-City One's Most Wanted*, a collection of all the famous personalities, good and bad, that have prowled through the Judge Dredd comic strips of 2000AD. Within you will find all the rules and histories for characters such as the Angel Gang, Stan Lee, DeMarco PI (and her simian bodyguard, Travis Perkins), and many more, including the greatest judges ever to have graced the Justice Department – Judges Dredd, Anderson and Hershey. We have also managed to squeeze in some of the unique equipment, weapons and vehicles these famous people use, as well as a couple of prestige classes that will allow your players to emulate their heroes (and villains). *Mega-City One's Most Wanted* will truly elevate your games of Judge Dredd to a new and exciting level.

Using Mega-City One's Most Wanted

The new equipment detailed in this supplement may be used by your players at any time – so long as they can afford it! While many of the new items are unique to the characters who use them, Mega-City One is a huge place and once a person gains notoriety, there will always be hundreds, if not thousands, of citizens trying to emulate them. Requests for custom vehicles, weapons and equipment can always be entertained by manufacturers, for the right price. The black market prices of these items also reflects their relative scarcity in the city compared to the more common equipment detailed in the *Judge Dredd Rulebook*.

The new prestige classes may also be used in a similar manner, so long as your players' characters meet the entry requirements. We cannot guarantee that any citizen who manages to attain the martial artist prestige class will be able to equal Stan Lee, but they are certainly welcome to try!

The bulk of this supplement, however, is taken by eighteen of the most famous characters to have appeared in Mega-City One. They are not necessarily the toughest but have managed to achieve a certain notoriety and will be instantly recognisable by any player familiar with 2000AD. The decision as to whether you should actually include them in your scenarios, however, is purely down to you, as the Games Master.

Just across the page you will find the history and characteristics of Judge Dredd, the most capable judge the Justice Department has ever seen – you will notice that, in game terms, he is extremely powerful and will be able to bring down vast numbers of perps without breaking into too much of a sweat. This is a man, after all, who has literally saved Mega-City One several times over. If your judges call for back-up and find Judge Dredd turning up, they may start thinking that all their problems are over. What is there that Judge Dredd cannot handle on the streets of Mega-City One?

The important thing to remember, of course, is that the centre of your own games is not Judge Dredd or any of the other characters presented here. It is your players and their own characters. None of the personalities presented in *Mega-City One's Most Wanted* should ever be used to give your players an easy way out of a sticky problem – or as *Deus Ex Machina*, as it is called. Instead, use them to spice up your games and remind the players that Mega-City One is truly a huge place with many other people all following their own dreams, goals and duties. The first scenario for the Judge Dredd roleplaying game, *Full Eagle Day*, demonstrates how to bring Judge Dredd himself into a game without taking anything away from the players. In a similar vein, you could have DeMarco and Travis Perkins start to interfere with your players' street gangs and rackets. If they ever visit the Radback, they may come across a certain Marlon Shakespeare. Otto Sump may require investigating (once again) when he launches a new business plan. Woe betide any players venturing into the Cursed Earth and happening upon Satanus!

The Games Master's Screen

The Games Master's screen that came with this supplement will enable you to access many of the rules in the *Judge Dredd Rulebook* quickly and easily, allowing your games to flow at a very rapid pace – much like the comic strips themselves, in fact! You will find that all the most important tables have been laid out in a manner that will permit you to find exactly what you are looking for at any stage in your game, even the most complex firefight involving dozens of combatants.

Judge Dredd

Class/Level: Street judge 18

Hit Points: 175

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

Defence Value: 25 (+15 Reflex)

Damage Reduction: 6 (body suit uniform)

Attacks: +21/+16/+11/+6 melee or +20/+15/+10/+5 ranged

Damage: By weapon

Special Qualities: Aura of Justice, bionic eyes

Saves: Fort +13, Ref +15, Will +11

Abilities: Str 17, Dex 15, Con 15, Int 13, Wis 10, Cha 15

Skills: Balance +6, Bluff +8, Climb +5, Computer Use +2,

Concentration +12, Drive +7, Intimidate +16, Jump +3,

Knowledge (law) +17, Ride +23, Search +12*, Sense

Motive +17, Spot +16*, Streetwise +10, Swim +5

Feats: Advanced Leadership, Ambidexterity, Bike Leap,

Bike Wheelie, Bloodline (Fargo), Improved Arrest,

Improved Initiative, Intuit Perp, Leadership, Lightning

Reflexes, Luck of Grud, Menacing Presence, Nark, Point

Blank Shot, Rapid Shot, Sure Grip, Toughness, Weapon

Focus (Lawgiver)

Possessions: Standard issue Justice Department equipment

Aura of Justice: As a clone of Eustace T. Fargo, the first Chief Judge of Mega-City One, Dredd possesses the Aura of Justice common to the bloodline. He gains a +2 circumstance bonus to all Back-Up and Arrest checks.

Bionic Eyes: His original eyes lost during the famous time-travelling mission to the City of the Damned, Dredd was fitted with the most advanced bionic replacements available in Mega-City One. * Affording 20/20 vision and a superior reduction in blink-rate, Judge Dredd gains a +4 circumstance bonus to all Spot and Search checks.

Judge Joe Dredd graduated with honour from the Academy of Law in 2079, after having been a model cadet. Since that time, he has consistently proved himself the finest street judge in Mega-City One, if not the entire world, even though his rigid adherence to the Law and quintessential hardness have earned him the nickname 'Old Stoney Face' from his fellow judges.

Whenever Mega-City One has faced its greatest times of need, Judge Dredd has inevitably been at the heart of the action, fighting to uphold the Law and protect the citizens he has sworn to safeguard. Throughout the Robot Wars,

YOU CREEPS MUST THINK
I SAILED THROUGH SPACE
ON A SYNTHI-BISCUIT!



the Apocalypse War, Judge Caligula's mad reign and the Judge Child incident, Dredd proved himself utterly inflexible and unbreakable – no matter what the challenge, he always put the Law and his city first, so much so that those closest to him began to wonder if he were not more machine than man. This all changed after the Democratic Charter March of 2109 was ruthlessly broken up by the judges. Following this incident, Judge Dredd received a letter from a young boy asking questions about the judicial system and its effects on the citizens of Mega-City One that Dredd could just not answer to his satisfaction. This led to his resignation and Long Walk into the Cursed Earth though he was later to return and reclaim his position among the ranks of street judges when his city fell under the sway of the Dark Judges' Necropolis. Since then, Judge Dredd has remained a staunch defender of the Law though those closest to him have noticed he now shows a little more sympathy, if not actual concern, for the citizens of Mega-City One.

There have been several occasions where Dredd has been offered the chance of promotion to Chief Judge of Mega-City One. He has, however, consistently turned down the offer, firmly believing his place is where it has always been – on the streets, fighting crime and upholding the Law.

Psi-Judge Anderson

Class/Level: Psi-judge 16

Hit Points: 83

Initiative: +2 (+2 Dex)

Speed: 30 ft.

Defence Value: 22 (+12 Reflex)

Damage Reduction: 6 (body suit uniform)

Attacks: +17/+12/+7/+2 melee or +18/+13/+8/+3 ranged

Damage: By weapon

Saves: Fort +11, Ref +12, Will +15

Abilities: Str 12, Dex 14, Con 12, Int 16, Wis 16, Cha 19

Skills: Bluff +10, Computer Use +4, Concentration +17, Intimidate +8, Jump +3, Knowledge (law) +7, Knowledge (psi-talent) +18, Listen +7, Psi-Scanning +22, Ride +12, Search +7, Sense Motive +10, Spot +5, Streetwise +10

Feats: Body Fuel, Combat Manifestation, Greater Power Penetration, Improved Arrest, Inner Strength, Iron Will, Necrospan, Point Blank Shot, Power Penetration, Psychic Inquisitor, Psychoanalyst, Talented

Possessions: Standard issue Justice Department equipment

Specialist: Telepath*

Power Points: 117

Psi-Powers: 0 level: *daze, detect psi-talent, empathy, inkling, mental sting, mind shield, missive, xenoglossia*; 1st level: *attraction & aversion, conceal thoughts, demoralise, psychometry, telepathic projection*; 2nd level: *augury, bind, clairvoyance, detect thoughts, environmental psychometry*; 3rd level: *blanking, danger sense, fabricated reality, psi-scan*; 4th level: *aura sight, detect psi-scanning, divination, domination*; 5th level: *mind probe, psychic static, sense psi-talent*; 6th level: *aura alteration, mass suggestion, precognition*; 7th level: *insanity, mind bomb*

Psi-Judge Cassandra Anderson has always been regarded as one of the elite within the Justice Department's Psi-Division, though the flippant nature common to many psi-operatives has often placed her at odds with judges on the street. Despite this, her courage and raw natural talent have impressed even the likes of Judge Dredd, with whom she has shared many high-profile missions. Her first major investigation took place upon Judge Death's first visit to Mega-City One, where Anderson heroically sacrificed herself when the foul creature possessed her mind. This was to come to naught when the other three Dark Judges – Fire, Fear and Mortis – came to the city and freed Death. Teaming up with Judge Dredd, Anderson travelled to the Dark Judges' own dimension and entered Deadworld, where she was able to act as a psychic conduit for the immense mental power for all the Dark Judges' billions of

past victims. Wielding this incredible energy, it was presumed that the Dark Judges had finally been laid to rest.

The Dark Judges were, however, to continue to feature in Psi-Judge Anderson's investigations. Judge Death was later able to influence her into releasing them from their enforced dimensional imprisonment, an action which came very close to seeing Anderson sentenced to the Titan penal colony. Defying her suspension, she embarked on her most desperate mission yet to risk her life and banish the Dark Judges once more using experimental dimension jump devices. It was this action alone that lifted her suspension and avoided criminal charges.



Throughout her career, Anderson was to take part in many notable missions. Her illustrious service, however, began to fall apart upon the suicide of her close friend Psi-Judge Corey. Anderson was already experiencing doubts about her role in the Justice Department when an encounter with a powerful mutant child named Hope accidentally removed memory blocks placed in her mind when she was a child, forcing her to remember the abuse she had suffered earlier in life. Anderson was left with the difficult task of reconciling her past. She continued to experience severe doubts about the Justice Department, particularly when partnered with the brutal Judge Goon. The crisis came to a head during a mission to Mars, which culminated in the destruction of Eden City and the death of its two million citizens. Anderson quit the Justice Department altogether, and spent several months wandering the galaxy, but eventually returned to Earth following a precognition of an impending disaster. The threat – an entity that believed itself to be an incarnation of Satan – was swiftly defeated and Anderson was soon patrolling the streets once again, prepared to put aside her doubts in order to continue protecting the innocent.

*Specialist telepaths and Anderson's new powers are detailed fully in the *Rookie's Guide to Psi-Talent*.

Chief Judge Hershey

Class/Level: Street judge 15/sector chief 2

Hit Points: 104

Initiative: +2 (+2 Dex)

Speed: 30 ft.

Defence Value: 24 (+14 Reflex)

Damage Reduction: 6 (body suit uniform)

Attacks: +17/+12/+7/+2 melee or +18/+13/+8/+3 ranged

Damage: By weapon

Special Abilities: Face of Justice

Saves: Fort +12, Ref +14, Will +16

Abilities: Str 13, Dex 15, Con 13, Int 15, Wis 14, Cha 15

Skills: Bluff +12, Climb +5, Computer Use +12, Concentration +10, Intimidate +18, Jump +5, Knowledge (law) +20, Ride +15, Search +14, Sense Motive +14, Spot +13, Streetwise +17, Technical +5

Feats: Ambidexterity, Control Crash (ride), Data Access, Far Shot, Improved Arrest, Improved Interrogation, Intuit Perp, Iron Will, Leadership, Point Blank Shot, Rapid Aim, Skill Focus (computer use), Spot Hidden Weapon, Weapon Focus (bike cannon), Weapon Focus (Lawgiver)

Possessions: Standard issue Justice Department equipment



Noted as being one of the toughest street judges ever to patrol Mega-City One, Judge Barbara Hershey's first major case was to work alongside Judge Dredd himself on the deep space expedition to locate the Judge Child. Though many senior judges believed, at the time, that the mission was a failure, Hershey was greatly commended by Dredd in his personal log – this no doubt played a great part in her meteoric rise through the ranks of the Justice Department.

Hershey proved her great resilience when Fink Angel infiltrated Mega-City One on a mission to assassinate her and other judges for their part in the deaths of his Pa and brothers. Though ultimately rescued by Judge Dredd, Hershey survived a long period of time in the hands of the Fink. When Judge Dredd assembled his squad to take the Apocalypse War straight into the heart of East-Meg One, Hershey proved a natural choice to accompany him. Her actions during the war resulted in her being promoted to senior judge and within four years, Hershey found herself appointed to the Council of Five, the youngest ever judge to do so.

While Chief Judge McGruder attended a meeting of judges from all over the world to discuss the defeat of Sabbath the Necromagus, Hershey was asked to fill the position of

acting-Chief Judge. This, however, only served to confirm McGruder's questionable judgement that Hershey was after the top job in Mega-City One, a feeling she felt confirmed when Hershey joined other senior judges in lobbying for the reformation of the Council of Five, disbanded since Necropolis. McGruder finally stepped down after one of the Mechanismo robots she strongly championed attempted to kill her. Hershey was beaten to the post of Chief Judge by Hadrian Volt in a vote among senior judges, due in no small part on her insistence that the government of Mega-City One be more accountable to the citizens.

Five years later, Chief Judge Volt committed suicide over what he believed were his inadequacies during the Second Robot War, when crimelord Nero Narcos made his bid to gain domination over the city. In recognition of her indomitable spirit and new ideas, Hershey was subsequently elected as Chief Judge. She has inherited a city wracked by the disasters of the past and retaining a legacy of severe manpower shortages in the Justice Department. Among the senior judges who know her best, however, there is little doubt that she will prove a worthy successor to all the Chief Judges who have gone before.

Galen DeMarco

Class/Level: Street judge 15/sector chief 1/citizen 1

Hit Points: 106

Initiative: +3 (+3 Dex)

Speed: 30 ft.

Defence Value: 24 (+14 Reflex)

Damage Reduction: 3 (armoured greatcoat)

Attacks: +15/+10/+5 melee or +18/+13/+8/+3 ranged

Damage: By weapon

Special Qualities: Prior life – private investigator.

Saves: Fort +11, Ref +14, Will +14

Abilities: Str 10, Dex 17, Con 11, Int 14, Wis 13, Cha 15

Skills: Appraise +4, Balance +4, Bluff +6, Climb +6, Computer Use +8, Concentration +12, Disguise +7, Intimidate +10, Knowledge (law) +18, Listen +7, Medical +6, Pick Pocket +4, Ride +8, Search +14, Sense Motive +12, Spot +6, Streetwise +16, Technical +2

Feats: Ambidexterity, Data Access, Improved Arrest, Improved Interrogation, Intuit Perp, Iron Will, Leadership, Luck of Grud, Point Blank Shot, Rapid Aim, Skill Focus (computer use), Skill Focus (knowledge-law), Skill Focus (search), Spot Hidden Weapon, Track, Weapon Focus (handgun), Weapon Focus (Lawgiver).

Possessions: Armoured greatcoat, electroknux, firearms permit, hand communicator, Justice Department issue override card, Maxwell Tigre hovercar, Walther Mitsubishi PPK Elite hand gun

Galen DeMarco was enrolled into the Academy of Law by a caring father who wanted his daughter to find a real purpose in life beyond the vast amount of credits his business had accrued. He died during her training, leaving Galen heir to the DeMarco Foundation and the sixteen billion credits held in interests throughout three galaxies. Remaining loyal to her father's dream, she stayed within the Academy despite being able to quit at any time and finally graduated as a full street judge. DeMarco's career in the Justice Department began in a most inauspicious manner, when she requested transfer to Sector House 301, commonly known as the 'Pit' and regarded at the time as the worst sector in the entire city, to be close to her lover, Judge Warren. Judge Dredd was dispatched to bring Sector House 301 back into line and in DeMarco he found a reliable judge whom he could trust to root out the corruption that riddled the judges of the sector. However, her indiscretion with Judge Warren was soon uncovered and Dredd immediately placed her under suspension though she was quickly reprimanded and reinstated.



DeMarco's diligence to duty and persistence in staying with the Justice Department despite her immense personal wealth proved sufficient to give DeMarco a solid grounding for her future with the Justice Department. Several missions involving Judge Dredd proved successful and, in 2120, she was promoted to Chief of Sector House 303, the youngest judge to achieve this in judicial history. However, her very human feelings were to prove DeMarco's ultimate downfall when she requested that Dredd be seconded to sector 303 to aid in a case. Unknown to him, Galen had fallen hopelessly in love with the stern judge. Expressing her feelings to him, Dredd was disappointed by her conduct but did not report her. However, Judge Edgar of PSU became all too aware of DeMarco's indiscretion and influenced the SJS to report her to Chief Judge Volt. Galen was immediately stripped of her rank and ordered to undergo compulsory re-education. Realising that the Justice Department was never going to be her whole life, DeMarco resigned to pursue her dreams elsewhere.

Though in a position to become the most eligible single woman in Mega-City One and enjoy the playgirl lifestyle, DeMarco instead bought out a poorly run agency and set herself up in perhaps the one career more dangerous than being a street judge – a private investigator. Teaming up with Travis Perkins, the Simian Sam Spade, DeMarco is still adjusting to life as a citizen and still retains much of her former idealism. Choosing cases based on her own code of honour rather than the credits they bring in, DeMarco is one of the few people citizens can turn to when the Justice Department fails them.

Travis Perkins

Race: Ape, Gorilla (large humanoid)
Class/Level: Citizen 4/bodyguard 4
Hit Points: 76
Initiative: +6 (+2 Dex, +4 Improved Initiative)
Speed: 30 ft., climb 30 ft.
Defence Value: 22 (-1 size, +13 Reflex)
Damage Reduction: 0
Attacks: 2 claws +12/+7/+2, bite +7/+2 melee or +9/+4 ranged
Damage: Claw 1d6+5/1, bite 1d6+2/2 or by weapon
Special Qualities: Prior life – private investigator
Special Abilities: Bodily protection, defence bonus +2, parry attack, scent
Saves: Fort +7, Ref +13, Will +5
Abilities: Str 21, Dex 15, Con 14, Int 13, Wis 12, Cha 9
Skills: Balance +7, Climb +14, Concentration +6, Drive +8, Intimidate +6, Knowledge (culture) +7, Knowledge (history) +5, Knowledge (law) +5, Knowledge (the Jungle) +7, Listen +7, Medical +5, Search +9, Sense Motive +9, Spot +9, Streetwise +6, Technical +5
Feats: Alertness, Endurance, Great Fortitude, Improved Initiative, Skill Focus (knowledge – law), Skill Focus (search)
Possessions: Mauley Mk IV Blastgun

Travis Perkins, or the 'Simian Sam Spade', as the vidnets like to call him, is an oddity among ape-kind. Despite having been raised in the largely lawless Jungle of Mega-City One, he was fortunate to have a mother who embodied 'high moral ideals' as he calls them. Turning his back on the rampant crime of the Jungle, he actually managed to enlist into the Academy of Law during one of the more liberal recruitment drives and looked set to be an incredibly capable law enforcer. However, even Mega-City One was not yet ready to see a huge gorilla in a judge's uniform.

Returning to the Jungle, Travis became an undercover ape, a job he excelled at until he had to blow his cover during one case in order to save the life of a human child. No longer wanted in the Jungle and knowing that there was little need for an

undercover ape elsewhere in Mega-City One, Travis applied for and obtained a city-wide clearance and set himself up as an urbane gorilla - butler and bodyguard to the stars.

He soon found employment with the DeMarco Foundation and was legally contracted to protect Galen DeMarco after she left the Justice Department. However, with their morals and agendas so closely aligned, ape and human soon developed deep respect for one another and Travis has since become DeMarco's unofficial partner in her detective agency. Together they aim to help citizens in need, be they man, ape or anything else.

Travis Perkins is an incredibly well-spoken ape, with a flair for the poetic. He affects an accent most confuse with Brit-Cit, though he has never left Mega-City One in his life. Normally relying on his charm, wit and incredible strength to protect Galen during investigations, Travis can also rely on his Mauley Blastgun, specially modified for his physique as a gift from the DeMarco Foundation.



Chopper

Class/Level: Citizen 3/supersurf champion 5

Hit Points: 52

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft.

Defence Value: 18 (+8 Reflex)

Damage Reduction: 0

Attacks: +5 melee or +8 ranged

Damage: By weapon

Special Qualities: Prior life – skysurfer

Special Abilities: Champion, power dive, power roll, signature move

Saves: Fort +4, Ref +8, Will +3

Abilities: Str 10, Dex 17, Con 14, Int 11, Wis 13, Cha 13

Skills: Balance +14, Climb +6, Concentration +6, Craze (scrawling) +11, Craze (skysurfing) +16, Jump +8, Listen +3, Spot +14, Streetwise +7, Technical +8, Tumble +14.

Feats: Alertness, Endurance, Improved Initiative, Lightning Reflexes, Skill Focus (craze – scrawling), Skill Focus (craze – skysurfing)

Possessions: Chopper Custom powerboard

As a young juve, Marlon Shakespeare had as bleak a future as any other young person growing up in Mega-City One with no credits, no prospect of employment and no way to mark himself as any different from the other millions of citizens in the city. Marlon, however, was different – he had his dreams and aspirations. He wanted the whole city to know his name.

Inventing the persona of Chopper, Marlon set out to become the King Scrawler of Mega-City One, a goal which set him in direct competition with the Phantom, another scrawler who aimed to out-do Chopper in every way. Day after day road systems, entire blocks and even the White Cliffs of Dover were victim to the graffiti of Chopper and the Phantom. The scrawl war came to an end when the Phantom publicly challenged Chopper to deface the Statue of Justice, right under the eyes of the judges. The Phantom was subsequently revealed to be a rogue robot and the judges

arrested both it and Chopper, but not before Marlon had successfully scrawled his symbol over the statue.

While engaged in a Juve Rehab programme, Chopper was given the chance to try skysurfing and found he had a natural talent for it. Unwilling to be kept down by the judges and an uncaring society, Chopper entered the skysurfers' unofficial and highly dangerous World Championship, Supersurf 7, which was staged in Mega-City One. Chopper won the race, but was quickly arrested by Judge Dredd. Supersurfs 8 and 9 were held legally in Oz and as Supersurf 10 approached, many citizens of Mega-City One began to campaign for Chopper's release. The judges tried moving Chopper to a secret location but were mobbed by fans en route, allowing him to escape. He made an incredible journey across the Blue Pacific all the way to Oz on the back of his powerboard, in order to take part in the championship but was narrowly beaten by Jug McKenzie. It was a tremendous battle, however, and both competitors gained a great deal of respect for one another – when Judge Dredd arrived in Oz to arrest Chopper once more, Jug helped him escape to the Radback.

Supersurf 11 was to be held in Mega-City Two but its new sponsor planned to introduce greater challenges and

dangers. Jug backed down from competing, but there was little that could stop Chopper from entering. The race turned into an absolute bloodbath and Chopper was the only contestant to actually finish, even though he had sustained incredible injuries. After the championship, Chopper returned to Oz to recover and retire with his girlfriend Charlene in the Radback. He trained to become a doctor, providing much needed medicare to the destitute mutant population. Chopper was briefly tempted out of retirement to compete in Supersurf 13, again taking place in Mega-City Two. Despite a plan by Hondo authorities to hand the renegade surfer over to the judges of Mega-City One, Chopper easily defeated the new wave of young surfers and returned to Drongo Springs where he continues to care for his small group of loyal friends and patients.



Max Normal

Class/Level: Citizen 7/nark 5

Hit Points: 32

Initiative: +1 (+1 Dex)

Speed: 30 ft.

Defence Value: 14 (+4 Reflex)

Damage Reduction: 0

Attacks: +7/+2 melee or +9/+4 ranged

Damage: By weapon

Special Qualities: Prior life – gambler

Special Abilities: Bolt-hole, ferret information, Justice Department issue, nark duties, spy (listen)

Saves: Fort +3, Ref +4, Will +9

Abilities: Str 9, Dex 12, Con 11, Int 15, Wis 13, Cha 16

Skills: Appraise +12, Bluff +18, Climb +4, Computer Use +8, Concentration +10, Craze (poker) +10, Craze (shuggy) +13, Disguise +6, Hide +12, Knowledge (sector) +17,

Listen +18, Move Silently +8, Pick Pocket +4, Search +17, Sense Motive +16, Spot +18, Streetwise +16

Feats: Alertness, Fool Birdie, Iron Will, Luck of Grud x2, Skill Focus (craze – poker), Skill Focus (craze – shuggy)

Possessions: Justice Department issue override card, Tanner & Fitchet shuggy cue

Also known as the 'Pinstripe Freak', Max Normal used to cut a dashing figure on the pedways of Mega-City One. Always seen in a smart (and no doubt expensive) businessman's suit and bowler hat, Max could always be counted on to stand out from the punks, uglies, fashion victims and other weirdoes of the city. He also had a great many contacts in the criminal underworld though, unknown to them, he worked as Judge Dredd's nark for a great many years.

His worth to the Justice Department was to prove immeasurable, so much so that his shadier dealings were often ignored even though his accumulated wealth far exceeded the amount Judge Dredd gave him for information. Max always claimed that his vast amount of credits came from his not inconsiderable prowess as a shuggy player, though few questions were asked and so long as he came up with solid information, Max was at far more risk from the perps he watched than the judges.

Max Normal was instrumental in many cases that Judge Dredd was later able to solve, including his own framing by then Deputy Chief Judge Caligula and the solution to Block Mania, the latter by Max's absolute avoidance of water

because of a belief it was bad for him! Unfortunately, Max's outlandish manner (by Mega-City One's standards) soon made him a marked man when perps started to realise his connection to Dredd and he suffered several kidnappings whenever criminals wanted to get close to the judge. Max Normal lives in seclusion these days, in a self-imposed retirement as he is far too streetwise to risk himself unnecessarily. The ex-nark certainly has amassed enough credits to enjoy life as he pleases for a very long time.



Otto Sump

Class/Level: Citizen 6
Hit Points: 29
Initiative: -1 (-1 Dex)
Speed: 30 ft.
Defence Value: 11 (+1 Reflex)
Damage Reduction: 0
Attacks: +3 melee or +3 ranged
Damage: By weapon
Saves: Fort +5, Ref +1, Will +4
Abilities: Str 8, Dex 9, Con 12, Int 11, Wis 14, Cha 6
Skills: Appraise +9, Bluff +2, Computer Use +8, Knowledge (business markets) +11, Listen +5, Perform +3, Profession (corporation management) +13, Profession (venture capital) +11, Search +3, Sense Motive +9, Spot +5, Streetwise +9, Technical +5
Feats: Great Fortitude, Leadership, Skill Focus (knowledge – business markets), Skill Focus (profession – corporation management)

When he was born, Otto Sump was so ugly that his mother left him on the doorstep of a face-changing clinic. Growing up he managed to find employment as a rat scarer, though he eventually lost the position when animal rights activists claimed his ugliness was tantamount to extreme cruelty to the rats! Otto Sump's miserable life changed radically though when he appeared on the weekly vid-show Sob Story.

Every week on Sob Story, unfortunate citizens with a wide range of problems appeared in front of the citizens of Mega-City One to beg for money. However, it soon became apparent that many of the more successful contestants of the vid-show were being murdered for the money donated to them by sympathetic citizens and Judge Dredd was placed on the case. He arranged for Otto Sump to appear on Sob Story, knowing full well that the poor wretch's sheer ugliness would guarantee some of the largest donations ever and thus attract the perps hunting contestants down. Though an attempt was made on Otto Sump's life, Judge Dredd apprehended the killers and Sump himself earned over sixty million credits in donations, making him the most successful contestant of Sob Story ever.



Otto Sump immediately decided to invest his winnings by opening a chain of beauty clinics so that no one would ever have to be as ugly as he was again. Unfortunately, by performing the operations himself, customers never quite got what they were after. With a deft alteration to his marketing, however, Otto Sump renamed his salons as 'Ugly Clinics' and, for a time, the Ugly look became one of the largest crazes in Mega-City One. By the time the Justice Department clamped down on ugly treatments and imposed their hefty 'Ugly Tax', Otto Sump had made himself a billionaire, even though the tax forced most of his salons to close as now only the wealthy could afford to get ugly.

Throughout his later years, Otto Sump has consistently demonstrated a keen business mind that can readily incorporate new ideas to existing markets. Unfortunately, the Justice Department has taken a very different view of Otto Sump's products, which have ranged from Gunge food to Smart Sweets, and his businesses have been closed, one by one, often under the threat of arrest!

Otto Sump went on to live in virtual retirement, taking advantage of his various business interests and investments, until he was found murdered in his luxury mansion in mid 2124.

Jonni Kiss

Class/Level: Citizen 8/assassin 5

Hit Points: 69

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 30 ft.

Defence Value: 21 (+11 Reflex)

Damage Reduction: 3 (armoured greatcoat)

Attacks: +13/+8/+3 melee or +16/+11/+6 ranged

Damage: By weapon

Special Qualities: Close-in assassin, prior life – goon

Special Abilities: Pinpoint target, sneak attack +3d6, trademark weapon (Walther PPK Elite)

Saves: Fort +4, Ref +11, Will +3

Abilities: Str 14, Dex 20, Con 13, Int 13, Wis 10, Cha 10

Skills: Balance +17, Climb +11, Computer Use +11, Concentration +17, Drive +13, Hide +21, Jump +8, Listen +12, Move Silently +21, Search +13, Spot +10, Streetwise +6, Technical +8

Feats: Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Toughness, Weapon Focus (hand gun)

Possessions: Armoured greatcoat, kiss of death (contact DC 20, initial 3d6 Con, secondary 1d6 Con), Walther Mitsubishi PPK Elite hand gun

Close-in Assassin: Jonni Kiss prefers to work up close and personal and has honed his talents in order to permit him to hit targets in the fashion he prefers. All of his assassin class features apply to pistol weapons, not rifles.

Jonni Kiss was Europe's top assassin, specialising in the murder of high profile judges. A crack shot and expert in hand to hand combat, Jonni had another edge – his lips were impregnated with a contact poison ten times more lethal than Gila-Munja venom. One of Kiss's tactics was to hire other, less skilled, assassins to distract his victim so when decoys were easily defeated, the target was lulled into a false sense of security. Kiss would then step in to deliver his trademarked Kiss of Death.

Kiss was responsible for the assassination of East Meg Two Supreme Judge Traktorfaktori, the prime mover in the Neo-Glasnost process. Next, Kiss was delighted to learn that he had been hired to eliminate the ultimate target – Judge Dredd and set about planning the murder. Reasoning that Dredd would be more vulnerable if challenged alone and far from judicial reinforcements, he waited until the judge was assigned to a mission into the Cursed Earth. Kiss recruited the aid of the Brotherhood of Marshals, a band of mutant lawmen with a grudge against Judge Dredd and

Mega-City One. The brotherhood ambushed Dredd, immobilising and nailing him to a crucifix in the desert. Foolishly, Kiss failed to deliver his Kiss of Death, instead leaving Dredd to die slowly. This arrogant behaviour led to his downfall. Dredd survived for several days on the crucifix, existing on rancid dog-vulture flesh before ultimately summoning the willpower to tear himself away. He set about tracking down Kiss.

Kiss himself was having problems. His employers, the Pomona family, had reneged on a deal and failed to pay him. Kiss eventually crossed paths once more with Dredd, challenging him to a fight to the death. Dredd easily overcame Kiss and executed him.



Satanus

Race: Dinosaur, Tyrannosaur (colossal beast)
Hit Points: 678
Initiative: +1 (+1 Dex)
Speed: 50 ft.
Defence Value: 17 (-8 size, +15 Reflex)
Damage Reduction: 13 (natural armour)
Attacks: Bite +30 melee
Damage: Bite 5d8+21/16
Special Qualities: Improved grab, swallow whole
Special Abilities: Scent
Saves: Fort +36, Ref +15, Will +16
Abilities: Str 44, Dex 12, Con 27, Int 2, Wis 15, Cha 10
Skills: Listen +12, Spot +14
Possessions: Huge fangs, vicious claws and a bad attitude!

Most citizens of Mega-City One know of the existence of dinosaurs, cloned through reconstructed DNA in ancient fossils. Dinosaur exhibitions have been a frequent occurrence in the city and Helltrekkers need not venture far into the Cursed Earth to find herds of great lizards roaming free. Few, however, know of the terror that exists deep within the irradiated wilderness, the colossal, murderous beast known as Satanus.

Satanus was the very first dinosaur ever to be cloned by 21st Century scientists and they were overjoyed when it was discovered that the embryo they manipulated and cared for was in fact a Tyrannosaurus Rex, one of the greatest carnivores ever to have stalked the Earth. Unfortunately, they did not realise that their infant dinosaur was actually cloned from the offspring of Old One Eye, a powerful and wily Tyrannosaur that wrecked a time-travelling farming expedition back in the Cretaceous Era. Satanus was the most vicious of his brood and went on to challenge Old One Eye for the right to lead their pack. However, not even the young Satanus could

match the raw fury of Old One Eye and in a titanic battle, she tore him apart.

The clone of Satanus had already demonstrated its viciousness by taking a bite out of one of his creators' fingers, granting the beast his first taste of human flesh. As Satanus grew, both his fury and appetite seemed to know no bounds and he was soon moved to the Dinosaur National Park in Sauron Valley to be exhibited alongside dozens of other cloned dinosaurs, of all species. Satanus, however, could not be caged so easily and twice he escaped, causing huge numbers of deaths among the park's visitors every time. When the Atomic Wars of 2070 began, all records of the dinosaurs were destroyed and the name Satanus was forgotten by those sheltering in the vast mega-cities of North America. For those eking out a living within the Cursed Earth, Satanus became a nightmare as he freely rampaged through many settlements at will, seemingly indestructible. At the town of Repentance, he met and fought Judge Dredd, who managed to bury the beast under tons of rubble.

Satanus later emerged from the rubble relatively unscathed and later resurfaced to attack tourists visiting Sauron Valley. He was last seen starting a slow but steady march to Mega-City One. Somewhere, deep within his tiny mind, the thirst for revenge grips tightly as he seeks to do battle with the one creature who has ever bested him – Judge Dredd.



Stan Lee

Class/Level: Citizen 5/martial artist 5/master martial artist 3

Hit Points: 87

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 40 ft.

Defence Value: 31 (+12 Reflex, +1 Dodge, +8 Unarmed Combat)

Damage Reduction: 0

Attacks: Unarmed +16/+11 melee or +15/+10 ranged

Damage: Unarmed 1d8+12/6 or by weapon

Special Qualities: Prior life – goon

Special Abilities: Lightning evasion, mind over body, power strike, rapid strike, sprint, stunning strike, unarmed specialisation

Saves: Fort +8, Ref +12, Will +14

Abilities: Str 20, Dex 19, Con 14, Int 12, Wis 16, Cha 11

Skills: Balance +11, Climb +13, Concentration +18, Escape Artist +15, Hide +20, Jump +18, Listen +16, Move Silently +20, Swim +17, Tumble +20

Feats: Dodge, Improved Critical (unarmed), Improved Initiative, Iron Will, Lightning Reflexes, Toughness, Weapon Focus (unarmed), Weapon Specialisation (unarmed)

The Sino-City assassin Stan Lee, also known as Death Fist, is one of the world's greatest martial artists. Growing up in the Radlands of Ji and capable of killing with a single blow, his services were highly sought by Mega-City One's population of Tong and Triad gangsters eager to maintain the 'old ways' of honourable killing.



Lee's reputation was greatly enhanced following an encounter with Judge Dredd. Almost unbelievably, the legendary lawman suffered a humiliating defeat at the hands of the martial artist who caused great injury in single combat. Lee subsequently escaped from Mega-City One, his destination unknown.



The Death Fist should perhaps have learned when to quit. A year later, he returned to Mega-City One, embarking upon another mission. When Judge Dredd learned of his return, he quickly moved to intercept. Still smarting and humiliated from their earlier encounter, Dredd challenged Lee to a rematch – this time broadcast live on MCTV. With his very reputation at stake, Dredd played every dirty trick he knew to bring Lee down. The Death Fist was swiftly defeated and incarcerated in Iso-Block 666, Mega-City One's highest security prison, where he remains to this day.

Pa Angel

Class/Level: Citizen 3/Cursed Earth desperado 4

Hit Points: 53

Initiative: +2 (+2 Dex)

Speed: 30 ft.

Defence Value: 14 (+4 Reflex)

Damage Reduction: 0

Attacks: +9/+4 melee or +8/+3 ranged

Damage: By weapon

Special Qualities: Prior life – goon

Special Abilities: Combat awareness, Cursed Earth survival, toughened physique x2

Saves: Fort +9, Ref +4, Will +4

Abilities: Str 16, Dex 15, Con 14, Int 10, Wis 15, Cha 14

Skills: Climb +11, Drive +6, Hide +7, Intimidate +8, Jump +8, Listen +10, Ride +6, Search +6, Spot +8, Swim +9, Wilderness Lore +12

Feats: Endurance, Great Fortitude, Skill Focus (wilderness lore), Toughness, Track, Weapon Focus (hand gun), Weapon Specialisation (hand gun)

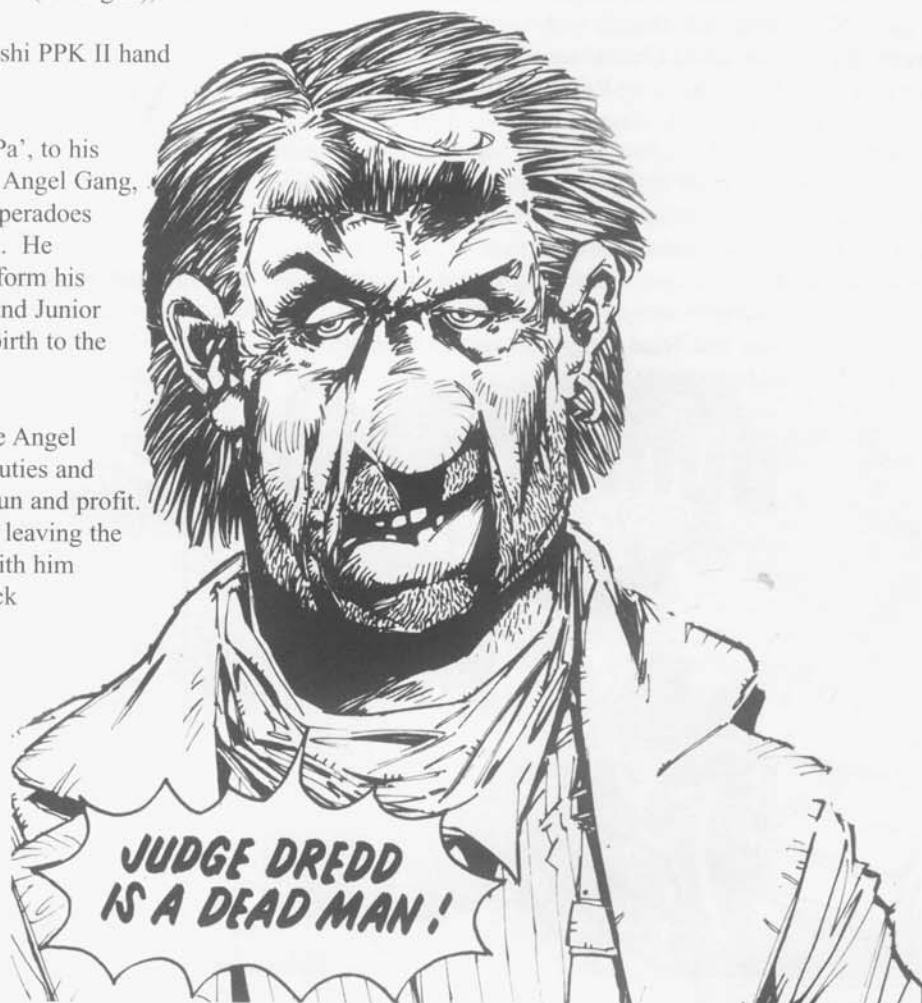
Possessions: Knife, Walther Mitsubishi PPK II hand gun

Hailing from Texas City, Elmer (or 'Pa', to his boys) was the leader of the infamous Angel Gang, the biggest and baddest bunch of desperadoes ever to have walked the Cursed Earth. He married and brought up four sons to form his criminal family – Fink, Link, Mean and Junior – though his wife died while giving birth to the last Angel, Junior.

Based in the Texas City Badlands, the Angel Gang were to become the terror of muties and norms alike, raiding settlements for fun and profit. Elmer was unable to stop Fink Angel leaving the gang, but the rest of his boys stuck with him through all their escapades. Their luck changed dramatically when one day Elmer found the Judge Child, a boy with tremendous psychic powers of precognition who the judges of Mega-City One believed was the only person in the world who could avert a great catastrophe the city was predicted to suffer in 2120. Elmer seized his chance and kidnapped the Judge Child, with Dredd hot on his trail. Realising

that even the Cursed Earth was not large enough to lose his gang in, Elmer stole a spaceship and took to the outermost reaches of the galaxy, hoping to find some way of trading the Judge Child for millions, or even billions, of credits.

The Angel Gang finally reached the far off planet Xanadu where Elmer believed he could do a deal with Grunwalder, the android leader of a gigantic robot free-state. Unfortunately, Judge Dredd was able to catch up with the Angel Gang on Xanadu and, after having slain Mean Machine, Link and Junior, caught up with Elmer. Already wounded by an incredible sniper's shot from Dredd, Elmer fell to his death within a sea of lava, nudged by the psychic powers of the Judge Child himself who took revenge for the months of cruelty he had suffered at the hands of the Angel Gang.



Mean Machine Angel

Class/Level: Citizen 3/Cursed Earth desperado 5

Hit Points: 73

Initiative: +1 (+1 Dex)

Speed: 30 ft.

Defence Value: 13 (+3 Reflex)

Damage Reduction: 8 (armoured body)

Attacks: Headbutt +13/+8/ or claw +13/+8/ melee or +8/+3 ranged.

Damage: Headbutt 1d6+7/2, claw 1d10+4/6 or by weapon.

Special Qualities: Prior life – goon

Special Abilities: Combat Awareness, Cursed Earth survival, master shot, mood dial, toughened physique x3.

Saves: Fort +10, Ref +3, Will +1

Abilities: Str 20, Dex 12, Con 17, Int 7, Wis 8, Cha 14

Skills: Climb +12, Intimidate +13, Jump +12, Spot +6, Wilderness Lore +11

Feats: Great Fortitude, Run, Skill Focus (wilderness lore), Toughness, Weapon Focus (claw), Weapon Focus (headbutt), Weapon Specialisation (headbutt).

Possessions: Knife, Walther Mitsubishi PPK II hand gun.

Mood Dial: Mean Machine has a mood dial fitted to his cranium, allowing the rest of the Angel Gang to dial him up to various degrees of strength and aggression. The characteristics detailed above represent Mean Machine on 1. The table below demonstrates the changes he goes through as his mood dial is turned up.

Mood Dial	Setting	Strength Bonus	Headbutt Damage
1	Surly	None	1d6+7/2
2	Mean	+2	1d8+8/4
3	Vicious	+4	1d10+9/8
4	Brutal	+6	1d12+10/16
4 ½	Out of Control	+8	1d12+11/20

As a boy, Mean was not bad at all, and he developed a love of flowers, birds and all the cute creatures found in the Badlands. Even when Link killed his pet rabbit, Mean could not find it in himself to hate anyone or anything, something which caused his Pa no end of consternation! In the end, Pa took his gang into Texas City to kidnap a doctor who performed radical surgery upon Mean in order to make him the baddest, orneriest Angel of the whole family. His work was an unqualified success. Given an armoured body, a cybernetic claw and a 'mood' dial, Mean was to forever more be kept in a constant state of anger and aggression.

Mean Machine built himself a reputation that was arguably well in excess of all the other members of the Angel Gang combined. He lost his left arm and was then killed by Judge Dredd, along with the rest of his family, on Xanadu but was later resurrected by the Judge Child. Travelling back to Earth, determined to take revenge upon Dredd, he was instead arrested and sentenced to a psycho-cube. He has had a number of short-lived escapes, during which he has learnt that he actually fathered a son with an old girlfriend named Seven Pound Sadie Suggs. Unfortunately for Mean, the young boy is exactly like his father was – before Pa's enforced surgery!

THIS DIAL ON MY HEAD'S GOT FOUR SETTINGS, SEE! ON 1 I AIN'T VERY PLEASANT – BUT WHEN I GO UP TO 2...



Link Angel

Class/Level: Citizen 3/Cursed Earth desperado 3

Hit Points: 53

Initiative: +1 (+1 Dex)

Speed: 30 ft.

Defence Value: 13 (+3 Reflex)

Damage Reduction: 0

Attacks: +7/+2 melee or +6/+1 ranged

Damage: By weapon

Special Qualities: Prior life – goon

Special Abilities: Combat Awareness, Cursed Earth survival, toughened physique x2

Saves: Fort +9, Ref +3, Will +2

Abilities: Str 14, Dex 13, Con 16, Int 8, Wis 10, Cha 13

Skills: Climb +10, Drive +7, Hide +7, Intimidate +11, Jump +6, Listen +8, Move Silently +9, Search +3, Spot +2, Wilderness Lore +6.

Feats: Alertness, Endurance, Great Fortitude, Skill Focus (intimidate), Skill Focus (wilderness lore), Toughness.

Possessions: 2 Hand bombs, knife, Walther Mitsubishi PPK II hand gun.

Link was the second son of Pa Angel and was fiercely loyal to his family. Though often eclipsed by the abilities, reputations and exploits of his brothers, Link was to prove a solid member of the Angel Gang and could always be relied upon to continue the traditions of cruelty and brutal efficiency his Pa raised him to respect. Such were his rages and appetite for destruction that his Pa was often forced to chain Link up to a pole outside their family home in the Texas City Badlands in order to ensure he actually paid attention to Elmer's teaching of how to be a truly bad man.

Link is often the last Angel to be named when those in the Cursed Earth recall the dreadful stories of the gang but his few surviving victims will never forget his callous behaviour and love of violence.



Always to be found at his Pa's side, Link aided Elmer in the kidnapping of the Judge Child and volunteered, with Mean, to lay an ambush for Dredd when the judge pursued the family to the planet of Xanadu. Their attack was rumbled by the blind prospector Dredd had teamed up with and though they seriously wounded the man in the ensuing fight, Mean's dial became stuck on four and a half, making him berserk with rage. In a butting spree, Mean accidentally killed Link before being dispatched by Dredd himself, leaving the judge free to continue the chase of Elmer and Junior.

DRYBONE'S LUCK HAD DRIED UP THE DAY THE ANGELS CAME INTO TOWN –



Junior Angel

Class/Level: Citizen 3/Cursed Earth desperado 2

Hit Points: 31

Initiative: +3 (+3 Dex)

Speed: 30 ft.

Defence Value: 14 (+4 Reflex)

Damage Reduction: 0

Attacks: +5 melee or +7/+2 ranged

Damage: By weapon

Special Qualities: Prior life – goon

Special Abilities: Cursed Earth survival, toughened physique

Saves: Fort +7, Ref +4, Will +1

Abilities: Str 13, Dex 17, Con 13, Int 9, Wis 10, Cha 12

Skills: Climb +7, Drive +7, Hide +8, Intimidate +8, Jump +5, Listen +5, Move Silently +8, Search +3, Spot +6, Wilderness Lore +8

Feats: Ambidexterity, Great Fortitude, Skill Focus (wilderness lore), Toughness, Two Weapon Fighting

Possessions: 6 Hand bombs, 2 knives, 2 Walther Mitsubishi PPK II hand guns

Junior was the youngest of the Angel Gang and, some reckon, his Pa's favourite. Of all the Angels, it was Junior who tried to follow in Elmer's footsteps and he was ever eager to torture or maim any innocent who crossed their path. His Pa always looked on in fond glee, happy he had raised a near mirror image of his earlier self.



It was always clear that Junior had a real aptitude for life with the Angel Gang and, when they met their fate on Xanadu, he was the last to be claimed by Dredd before his Pa. Indirectly, Junior was responsible for the blind prospector who led Dredd straight to the Angel Gang but he was able to take his revenge on the unfortunate man before challenging the judge to a good old-fashioned gun-slinging duel. Junior rated himself far higher than his true abilities and while he may have been able to single-handedly take on any mutant in the Cursed Earth, he was no match for Mega-City One's finest judge.

Junior was shot right in front of his Pa's eyes, an end to a terrifying career as a desperado but, for many eking out an existence in the Cursed Earth, he remains the very epitome of everything the Angel Gang stood for.

Fink Angel

Class/Level: Citizen 3/Cursed Earth desperado 5

Hit Points: 71

Initiative: +2 (+2 Dex)

Speed: 30 ft.

Defence Value: 14 (+4 Reflex)

Damage Reduction: 0

Attacks: +10/+5 melee or +9/+4 ranged

Damage: By weapon.

Special Qualities: Mutation – darkvision 60ft., prior life – goon

Special Abilities: Combat Awareness, Cursed Earth survival, master shot, toughened physique x3

Saves: Fort +10, Ref +4, Will +4

Abilities: Str 16, Dex 15, Con 17, Int 15, Wis 14, Cha 12

Skills: Climb +9, Concentration +4, Hide +11, Intimidate +5, Jump +9, Knowledge (poisons) +8, Listen +8, Move Silently +13, Search +8, Spot +11, Swim +7, Wilderness Lore +15

Feats: Combat Reflexes, Endurance, Great Fortitude, Skill Focus (wilderness lore), Toughness, Track, Weapon Focus (pizen stick)

Possessions: Pizen stick, Ratty (treat as rat on p218 of the *Judge Dredd Rulebook*)

Pizen Stick: The Fink is an expert in poisons and their application. His pizen stick is at all times counted as a knife but is usually coated with incredibly potent toxins, as detailed below. He keeps a constant supply of these poisons about his person, and can also use them without the pizen stick, pouring them directly into water sources and food. All poisons automatically become Injury type when used in conjunction with the pizen stick.

Fink was the eldest son of Pa Angel and probably the most intelligent by far. Despairing of his family's constant need for wanton destruction, he first separated from them by moving into a hole in the yard and then left them altogether, taking his hole with him. He wandered the Cursed Earth where he learnt his incredible skill with poisons, which allowed him to prey on any unfortunate he met in his travels. Despite his natural resilience, he soon succumbed to the constant background radiation of the wasteland and slowly transformed into a terrifying mutant – a downright Fink!



He befriended a Cursed Earth rat, whom he named Ratty, but ceased his wandering and travelled to Mega-City One when he learnt the rest of his family had been killed on Xanadu. He managed to kill Judge-Pilot Larter, who transported Judge Dredd to Xanadu and was in the process of sending Judge Hershey to a horrific death in Resyk when Dredd finally intervened and arrested Fink. He later escaped and retrieved Ratty from the creature's makeshift home in Resyk. Teaming up with resurrected Mean, Fink planned revenge again upon Dredd with the use of the Pa Angel Mark One Super-Scream Torture Machine. Unfortunately for Fink, he was the one who fell into the machine during the ensuing fight!

Poison	Type	Initial Damage	Secondary Damage
Heavy Duty Pizenin' Pizen	Contact DC 20	3d6 Str	2d6 Str
General Purpose Pizen	Ingested DC 16	2d6 Con	1d6 Con
Paralyzin' Pizen	Ingested DC 18	Paralysis (1d6 hours)	Paralysis (1d6 hours)

The Cursed Earth

Desperado

The Cursed Earth is a dreadful wilderness, blasted and irradiated by the Atom Wars and home to countless mutated vermin all seeking to prey upon one another. A variety of natural and man-made hazards await to claim the lives of the unwary and truly only the strongest can survive. From the hellish land there occasionally appears a new breed of man or mutant that is toughened against, and almost thriving on, the constant danger. Such desperadoes tend to have little pity for the weak or lost in the Cursed Earth and many join the mutant gangs that once hunted them, rising through the ranks to become leaders in their own right. Such men fear little in the world for they have faced everything the wilderness can throw at them and survived.

Hit Die: d12.

Requirements

To qualify to become a Cursed Earth desperado, a citizen must fulfil all the following criteria.

Skills: Intimidate 4 ranks, Wilderness Lore 6 ranks.

Feats: Great Fortitude, Skill Focus (wilderness lore), Toughness.

Special: Must have spent (and survived!) at least six consecutive months within the Cursed Earth for every level gained in this class.

Class Skills

The Cursed Earth desperado's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Drive (Dex), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), and Wilderness Lore (Wis).

Skill points at each level: 2 + Int modifier.

Class Features

All of the following are class features of the Cursed Earth desperado prestige class.

Cursed Earth Survival: The Cursed Earth is a punishing wilderness and only those who are fully adapted to its rigours have any prospect of long-term survival. The Cursed Earth desperado gains a natural Radiation Resistance equal to his class level. This will stack with any other form of Radiation Resistance. In addition, he may also add his class level as a bonus to all Fortitude saving throws made against poisons.

Toughened Physique: At 1st level and every two levels thereafter, the Cursed Earth desperado finds his physique becoming tougher and hardened to the constant dangers of the Cursed Earth. From rampaging dinosaurs to hordes of mutant raiders, he has seen it all and survived. He gains a permanent +1 bonus to a random ability score. Roll 1d6. On a 1-2 it is Strength, 3-4 Dexterity, 5-6 Constitution.

Bonus Feat: At 2nd and 4th level, the Cursed Earth desperado gains a bonus feat, a talent learned from his harsh life in the most barren wilderness on the planet. He must choose a feat from the following list: Alertness, Ambidexterity, Combat Reflexes, Dodge, Endurance, Lightning Reflexes, Lightning Reload, Nerves of Steel, Quick Draw, Run, Track, Weapon Specialisation. In all cases, he must meet the required prerequisites as normal, but is free to take the listed judge feats without possessing any levels in a judge class.

Combat Awareness: Upon attaining 3rd level, the Cursed Earth desperado gains the ability to fend off several opponents at once, a worthy talent when beset by packs of dog vultures or mutant gangs. The Cursed Earth desperado cannot be flanked in melee combat and opponents gain no bonus for attempting to do so.

Master Shot: By the time he reaches 5th level, the Cursed Earth desperado has learnt that he often only ever has one chance to kill a powerful enemy before he is slain himself. So long as he makes only one ranged attack in a single round, the Cursed Earth desperado gains a +4 competence bonus to both his attack and damage rolls.

The Cursed Earth Desperado

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+0	+0	Cursed Earth Survival, Toughened Physique
2	+2	+3	+0	+0	Bonus Feat
3	+3	+3	+1	+1	Combat Awareness, Toughened Physique
4	+4	+4	+1	+1	Bonus Feat
5	+5	+4	+1	+1	Master Shot, Toughened Physique

The Martial Artist

Martial artists are fairly rare in Mega-City One for few citizens have the discipline and patience, much less the physique and mental strength, to harness the more complex skills required. However, in other parts of the world, such as Sino-Cit, they are relatively common and some travel to Mega-City One for business or pleasure. A true martial artist is able to perform staggering feats in combat and can often defy belief as he whirls around opponents, dealing crippling damage with his bare fists and feet. In the criminal underworld of Mega-City One, such skilled combatants are highly prized as bodyguards and assassins, though the Justice Department keeps a close eye on the activities of any known martial artist.

Hit Die: d8.

Requirements

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

Dexterity: 15+.

Wisdom: 15+.

Skills: Balance 4 ranks, Move Silently 8 ranks, Tumble 8 ranks.

Feats: Dodge, Mobility and Weapon Focus (unarmed).

Special: Must find a master martial artist with whom to train.

Class Skills

The martial artist's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Swim (Str), and Tumble (Dex).

Skill points at each level: 4 + Int modifier.

Class Features

All of the following are class features of the martial artist prestige class.

Unarmed Combat: Martial artists are superior close combat opponents, with the greatest of them able to perform incredible feats of agility when fighting an enemy. The martial artist's unarmed attacks do not count as being unarmed and so will not provoke attacks of opportunity. In addition, these attacks cause 1d8 + class level (plus Strength modifier as usual) points of damage, and it is the martial artist's choice as to whether this is normal or subdual damage. Furthermore, the martial artist gains a competence bonus to his Defence Value in melee combat equal to his class level plus his Wisdom modifier, so long as he is not stunned, surprised or caught flat-footed. This class feature may only be used while the martial artist does not wear any kind of armour.

Stunning Strike: At 2nd level, the martial artist develops the ability to make a Stunning Strike. He can use this ability once per round and no more times per day than his class level. The use of this ability must be declared before an attack roll is made. An enemy hit by a Strike must make a Fortitude save (DC 10 + martial artist's class level + martial artist's Wisdom modifier) or be stunned for one round. A stunned character cannot act and loses any Reflex bonus to Defence Value, while attackers gain a +2 bonus to their attack rolls. Stunning Strike will not work on robots.

Sprint: Upon reaching 3rd level, the martial artist can propel himself along at incredible speeds. He adds 10 ft. to his base speed.

Rapid Strike: At 4th level, the martial artist can pound his enemies mercilessly with a sustained series of strikes, punches and kicks. He can make an extra attack each round at his highest base attack bonus, but suffers a -2 penalty on all attacks made in that round. A full attack action must be made to use Rapid Strike.

Mind Over Body: The true experts of martial arts are able to demonstrate incredible mental control of their bodies. In addition, their minds become both hardened and more in tune with the world around them. At 5th level, the martial artist gains a permanent Power Resistance equal to 10 + his Wisdom modifier and, in addition, can heal twice his class level in hit points per day as a standard action. Mind Over Body may only be used on the martial artist himself and may never be used to benefit other characters.

The Martial Artist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Unarmed Combat
2	+2	+0	+0	+3	Stunning Strike
3	+3	+1	+1	+3	Sprint
4	+4	+1	+1	+4	Rapid Strike
5	+5	+1	+1	+4	Mind Over Body

The Master Martial Artist

It is relatively easy for a perp to start learning martial art combat skills, so long as they can find a suitable tutor, and there is a great deal of attraction in doing so. As well as emulating some of their favourite vid-show heroes, such training also ensures that they are never without a weapon, so long as they remain free and unrestricted. In the violent streets of Mega-City One, this can be a valuable talent to possess. However, few citizens will take the next step to fully control their art, mind and body in order to become a master martial artist. Such men are rare but their skills far outweigh that of their students. A true master can punch through solid plastisteel, dodge large explosions and even attain a spiritual awareness of his surroundings that makes it impossible to sneak up on him.

Hit Die: d10.

Requirements

To qualify to become a master martial artist, a citizen must fulfil all the following criteria.

Dexterity: 17+.

Skills: Concentration 12 ranks, Listen 12 ranks, Move Silently 12 ranks, Tumble 12 ranks.

Feats: Improved Critical (unarmed), Lightning Reflexes.

Special: Must have attained 5 levels in martial artist prestige class.

Class Skills

The master martial artist's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Concentration (Con), Escape Artist (Dex), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Swim (Str), and Tumble (Dex).

Skill points at each level: 4 + Int modifier.

The Master Martial Artist

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+2	+2	+2	Power Strike
2	+2	+3	+3	+3	Unarmed Specialisation
3	+3	+3	+3	+3	Lightning Evasion
4	+4	+4	+4	+4	Supernatural Awareness
5	+5	+4	+4	+4	Deadly Opponent

Class Features

All of the following are class features of the master martial artist prestige class.

Power Strike: Master martial artists are fully capable of channelling their inner energy to blast their punches and kicks through even toughened armour. All unarmed attacks from the master martial artist gain an Armour Piercing score equal to twice his class level. This class feature may only be used while the master martial artist does not wear any kind of armour.

Unarmed Specialisation: At 2nd level, the master martial artist gains the bonus feat Weapon Specialisation (unarmed).

Lightning Evasion: Upon reaching 3rd level, the master martial artist gains such agility that he can dodge even the largest of explosions. Against any attack that allows a Reflex save in order to sustain half damage, the master martial artist will take no damage on a successful saving throw. This class feature may only be used while the master martial artist does not wear any kind of armour.

Supernatural Awareness: At 4th level, the master martial artist becomes so in tune with his surroundings that he can detect the presence of an enemy by detecting their breathing, heart beat or mere physical energy. He can never be surprised or caught flat-footed.

Deadly Opponent: A true master martial artist is a blur in battle, lashing out with devastating attacks while parrying the blows of an enemy. At 5th level, the master martial artist may remove one melee attack from an enemy he is currently fighting at the expense of one of his own. Both removed attacks are at the lowest base attack bonus of the combatants. The use of this class feature must be declared at the start of each round in which it is to be used.

New Equipment

Some of the characters presented in Mega-City One's Most Wanted sport an amazing array of equipment not commonly found on the streets. However, diligent citizens with good contacts may find that they too are able to make such unique purchases – provided they have enough credits!

Equipment

Armoured Greatcoat: Available in a variety of styles, the armoured greatcoat is perfect for the fashion-conscious citizen who is after a little personal protection.

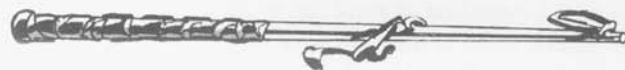
Utilising a flexible kevlar-compound around all vital body areas, the greatcoat is all but useless in a firefight but can turn many blades and absorb the blows of heavy clubs with ease. The armoured greatcoat provides the wearer with Damage Reduction 3, costs 300 credits (no black market cost) and weighs 4 lb.



Shuggy Cue: Though every shuggy dive worthy of the name will provide cues for those looking for a quick game, every serious shuggy player will have his own cue, to avoid the usually lacklustre performance of the free cues. A shuggy cue costs 150 credits and weighs 2 lb.



cues are to be found in the hands of almost every expert player on the circuit. Perfectly crafted and balanced to each player's own specifications, each new cue from Tanner & Fitchet solidifies their reputation for being the only cues worth owning. A Tanner & Fitchet shuggy cue grants a player a +2 circumstance bonus to all Craze (shuggy) checks. Each one costs 1,750 credits and weighs 2 lb.

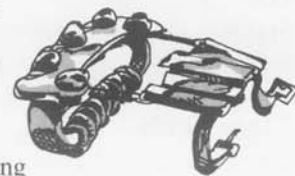


Weapons

Blastgun, Mauley Mk IV: Based on stump gun technology, the Mauley Mk IV blastgun utilises high calibre cartridges designed to split apart in the firing chamber to pepper several close targets simultaneously. Though looking deceptively like a primitive 'elephant' gun, the largely featureless exterior hides an advanced automatic reloading system. The blastgun magazine holds 9 shots.



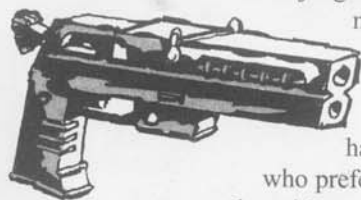
Electroknux: The electroknux is simply a multi-pronged band of metal worn across the knuckles in order to grant a far heavier hit with every punch dealt to an enemy. Light enough to be used by the most diminutive citizen, these weapons are easy to hide and thus popular with those willing to use the black market for personal protection. Each



Weapon	Cost	Black Market Cost	Damage	Armour Piercing
Melee Weapons				
Tiny				
Electroknux	550 cr.	1,100 cr.	1d8*	-
Medium				
Sword-Cane	375 cr.	650 cr.	1d8	2
Pistol Weapons				
Small				
Hand Gun, Walther Mitsubishi PPK Elite	3,500 cr.	9,750 cr.	3d8	6
Rifle Weapons				
Large				
Blastgun, Mauley Mk IV	4,500 cr.	12,500 cr.	2d6	2

electroknux contains a small but potent kinetic energy power pack that automatically recharges itself through the motion of the wearer, guaranteeing virtual life-long power. The electroknux causes subdual damage and attacks made with it count as being unarmed.

Hand Gun, Walther Mitsubishi PPK Elite: Though similar in appearance to other guns in the Walther Mitsubishi PPK-line, the Elite is the hand gun of choice for those who know their weaponry. Offering greater range, accuracy and raw hitting power over its siblings, the PPK Elite is reputed to be capable of blasting straight through a



judge's armoured uniform – no mean achievement for a hand gun. Its sheer price, however, tends to keep it out of the hands of common perps who prefer to simply spray their enemies with a spit gun. The PPK Elite, as the adverts say, is only for those with true style. The PPK Elite magazine holds 20 shots.

Sword-Cane: Considered to be the weapon of a gentleman, the sword-cane is simply a thin blade concealed within a sheaf to resemble an ornate walking cane. Though an innocuous item to the casual glance, sword-canes are instantly recognisable to weapon detectors.

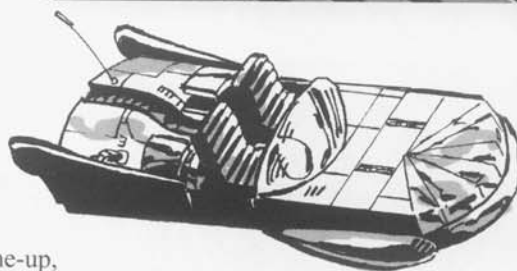


Vehicles

Hover Car, Maxwall Tigre

Maxwall is a relatively late entrant into the lucrative hover car market of Mega-City One but cunning marketing and the targeting of wealthier citizens has assured its foothold

alongside giants such as Foord. The Tigre is typical of the



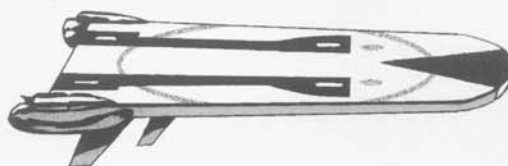
Maxwall line-up, with every luxury item conceivable squeezed into its small chassis and within easy reach of occupants. Mini-bars for every passenger, seat massagers, private Tri-D screens and advanced autopilot are just some of the Maxwall hallmark features to be found in the Tigre, though many purchasers also take advantage of the extensive upgrade program to further customise their new purchase. The Tigre is surely for the rich citizen who absolutely must travel everywhere in complete comfort.

Size: Large; **Defence Value:** 9; **Damage Reduction:** 8; **Hit Points:** 40; **Speed:** 650 (fly); **Weapons:** None; **Crew:** 1; **Passengers:** 3; **Cargo:** 200 lb; **Cost:** 36,000 cr.

Powerboard, Chopper Custom

Almost every powerboard customisation shop in Mega-City One can provide what they call the Chopper Custom, allegedly based on specifications given to them by Chopper himself. While this is certainly not true in the vast majority of cases, such boards do tend to be at the cutting edge of performance and skilled riders have come close to breaking some of Chopper's old records while using them.

Size: Small; **Defence Value:** 12; **Damage Reduction:** 4; **Hit Points:** 4; **Speed:** 300 (fly), Craze (skysurfing); **Weapons:** None; **Crew:** 1; **Passengers:** 0; **Cargo:** 0 lb; **Cost:** 23,500 cr.



Area of Effect	Critical	Rapid Fire	Ammunition	Range Increment	Weight	Type
-	-	-	-	-	1 lb.	Energy
-	19-20/x2	-	-	-	3 lb.	Piercing
-	19-20/x2	3	20	125 ft.	2 lb.	Projectile
5 ft.	x2	3	9	30 ft.	12 lb.	Projectile

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