

JUDGE DREDD

MINIATURES GAME



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CONTENTS

INTRODUCTION	4
BASIC RULES	5
INTRODUCTORY SCENARIO - BARKO BROS	11
ADVANCED RULES	13
EQUIPMENT	17
CREATING A FORCE	25
HEROES + MINIONS	48
TALENTS	50
PSI TALENTS	70
CAMPAIGNS	76
SCENARIOS	78
MERCENARIES	84
MEGA CITY ONE	97

INTRODUCTION

INTRODUCTION

Welcome to Mega-City One, a city of over four hundred million people and every one of them a potential criminal. Stretching much of the length of the 22nd Century North American eastern seaboard, Mega-City One is the most dangerous city on Earth – a serious crime takes place every second of every day. This is a city so dangerous that it demands a special breed of law enforcer. Here, there are no police, no trials and no juries – there are only the judges. It takes fifteen years to train a judge for life on the streets of Mega-City One. Fifteen years of iron discipline, rigid self-control and concentrated aggression. Their court is on the streets and their word is the Law.

In Mega-City One, unemployment has reached epidemic levels, reaching as high as 98% in some sectors. Critical housing shortages force the population to inhabit vast mile-high blocks that cram tens of thousands of citizens into their apartments. Life in Mega-City One is one of claustrophobia and extreme boredom – small wonder many citizens turn to crime as an escape to the monotony of their daily lives. In a city of four hundred million people, crime always provides a way to stand out from the crowd, however briefly.

PLAYING JUDGE DREDD

The Basic Rules chapter provide everything you need to get started playing Judge Dredd, and the introductory scenario,

Barko Brothers on page 11, will get you fired up with a basic conflict in the Cursed Earth.

Beyond that, you will be introduced to the campaign system, allowing you to face a variety of enemies within Mega-City One and without, fighting for chaos and mayhem, or Law and order.

CONVENTIONS

There are a number of conventions used throughout these rules.

Ten-sided dice are used throughout Judge Dredd. A zero on such a dice should always be counted as a 10.

If you are called upon to roll a D5, simply roll a D10 and halve the result, rounding up.

Whenever fractions arise elsewhere in the game, always round downwards.

Finally, many special rules allow players to re-roll dice. However, a single dice may only be re-rolled once by each player, and he must accept the final result even if it is worse than the first. It is possible for a dice to be re-rolled twice, once by each player.



BASIC RULES

This chapter contains all the basic rules you need to conduct fights in the universe of Judge Dredd. Once you have read through the basics of choosing actions and making reactions, you will be ready to try the first scenario, The Barko Brothers.

MODELS

All the miniatures used in Judge Dredd are referred to as models in these rules, no matter what their size. Everything from a small rat to a huge fatty or a judge in a holocaust suit is considered to be a model.

BASES AND MEASURING

Most models used in Judge Dredd, especially those of around man-size or smaller, are mounted on their own plastic bases. All measurements in the game are made from the edge of these bases.

Some larger models, such as vehicles and large aliens, do not have bases, as they are able to stand on the table without additional support. On such models, measurements are taken from the closest edge of the model's body or hull.



Measuring a distance of 5 inches from the Klegg's base.



The distance from the vehicle to the mutie is just under 4 inches.

CHARACTERISTICS

Every model in Judge Dredd is defined by a set of characteristics showing you how well it shoots, fights in close combat, jumps over yawning chasms and other exciting things!

These are the characteristics of an average punk in Judge Dredd.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Punk	5"	+0	+0	+0	2D	+0	0	1

Move: The maximum distance a model may be moved with a single Move action.

Agility: A measure of how nimble and dextrous the model is, and is used for such activities as dodging incoming fire or jumping across a gap between buildings.

Shoot: How accurate a model is when shooting a pistol or throwing a grenade.

Melee: How skilful the model is in close combat.

Melee Dice: This is how many dice the model rolls when involved in close combat.

Will: How mentally tough the model is, and how well it can resist psychic powers.

Armour: This score is used to protect a model from harm – unless an armour-piercing weapon is used!

Hits: Particularly hardy models can survive several successful attacks before dropping to the ground.



Models with access to psychic abilities have an additional characteristic.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Psi	Armour	Hits
Pyrokinetic	5"	+0	+0	+0	1D	+1	4	0	1

Psi: This is the measure of the model's mental energy, and limits how many psychic powers it can use.



CHECKS

When using these characteristics during a game, most of the time you will be called on to make a Check. This is done simply by rolling a dice and adding (or subtracting) the appropriate characteristic.

If the final result equals 6 or more, the Check has succeeded!

If the punk above is called on to make an Agility check, to leap onto a moving mo-pad, for example, its player would roll a dice and add the punk's Agility (+0 in this case). If he rolls a 6 or more the check is successful and he clammers on board!

A roll of a 1 is always a failure, no matter what bonuses are being applied, and a roll of a 10 is always a success.

OPPOSED CHECKS

Sometimes, you will be called to make an opposed check against an enemy model. Roll a dice and add the appropriate characteristic, as for a normal check. However, the enemy model also rolls a dice and adds its characteristic, the model with the highest total wins the check. In the event of a tie, both models re-roll their checks.

THE TURN

Every battle fought in Judge Dredd takes place over a number of turns. During each turn, every player will have a chance to move and fight with all of his models. When a certain number of turns have been completed, or victory conditions have been attained, the game ends, and the victor decided!

TURNS & PHASES

During a turn, one player will move and fight with all of his models – this is called his Player's Phase. When he has finished, his opponent takes over and runs through his models in his own Player's Phase.

These two Player Phases together make one complete turn in the game.

COMPULSORY MOVEMENT

Sometimes a model will be forced to move, regardless of what its player wants it to do. A psychic power may force a model to flee, for example. All compulsory movement is done right at the start of a turn, before the Player Phases, regardless of whose model it is.

ACTIONS

When a model is selected by you in a turn, it must make two actions before you can move on to another model. These two actions must be performed at this time and you are not allowed to hold an action in 'reserve' to be used later in the same turn. When you start using the Advanced Rules, you will be able to choose not to make an action with a model, and instead put it on Alert Status (see page 13).

Types of action permissible by any model are detailed below.

MOVE

During a Move action, a model may move any amount of inches in any direction, up to its Move characteristic. A model is assumed to be facing (keeping an eye out) in all directions at once and may make as many changes in direction as you wish during its movement.

SHOOT

When choosing a Shoot action, the model may make one shooting attack against any eligible target.

MELEE

In Judge Dredd, close combat is sometimes the only way to truly defeat your enemy, no matter how many guns you have on your side. When choosing a Melee action, a model may move any amount of inches up to its Move characteristic into base contact with an enemy model. They will then fight an immediate melee.

SPECIAL

A model making a Special action is preparing either himself or an item of equipment for special use. Some heavy or very specialised weapons, for example, require a Special action before they can be fired. A model performing a Ready action will neither move nor shoot – it stands stationary until the Special action is complete.

A model may choose to perform the same type of action twice in the same turn, or may choose any combination of the above. For example, a judge may choose to take two Move actions if he needs to cross open ground quickly. Alternatively, he may instead decide to Shoot approaching punks before making a Melee to counterattack them. If surrounded by an enemy, the judge may instead decide to take two Shoot actions.

Models that have not taken any actions for a turn are considered to be on Alert Status. In the basic game, this means they simply keep still as they watch the enemy, ready to respond to any approaching threat in their next Phase. In the advanced game, this means they can also provide covering fire.

FIRST PHASE

Many scenarios will tell you which player takes the first Phase of the game. If it does not, both players should roll a dice. The player who rolls the highest will take the first Phase.

VICTORY & DEFEAT

Each scenario you play will define how each side can win the game. This may be as simple as fighting until the opposing side panics and flees, or it may be more involved, such as getting a hostage out of harm's way or stealing a particular object before the enemy can run away with it.

MOVE ACTIONS

A model performing a Move action may be moved in any direction (and not necessarily in a straight line) for any distance up to its Speed characteristic.

TERRAIN

Rough ground and other hazards can slow a model down or stop it altogether. All terrain is defined as one of the following.

CLEAR

This includes town streets, flat and open ground, and gentle hills. There is no penalty for crossing this type of terrain.

DIFFICULT

Difficult terrain is anything that might impede a model's progress as it tries to cross the ground. It includes ruins, dense vegetation, walls and other barriers. A model trying



to cross difficult terrain will have its Move halved during that Move or Melee action.

IMPASSABLE

This is terrain that is impossible for a model to cross, no matter how hard it tries! Huge buildings without openings, cliff faces and deep crevices are all examples of impassable terrain. A model cannot cross impassable terrain.

DANGEROUS

Some terrain is positively lethal! It includes deep pits, lava flows and vegetation filled with carnivorous plant life. Dangerous terrain is treated in the same way as difficult terrain except a model must make an Agility check after it has completed any action. If it fails, it automatically loses one Hit.

SHOOT ACTIONS

To perform a Shoot action, a model must be armed with a ranged weapon, such as a handgun.

It must also have Line of Sight to its target and the target must be in range of its weapon. Also, a model may not choose to make a Shoot action if an enemy is in contact with it.

A model with no Shoot score may not take a Shoot action.

LINE OF SIGHT

A model must be able to see its target, or at least part of it, in order to be able to shoot it. This means you may have to bend down to the table's height for a model's eye view! So long as you can see at least part of the target's body (flags and radio antenna do not count!), then the model has Line of Sight, and you can check the range.

RANGE

Every weapon used for shooting has a Range characteristic (see below). Measure a straight line from the edge of the attacking model's base to the edge of the base of the target. If this is equal to or less than the weapon's Range then you may attack!

WEAPON CHARACTERISTICS

Like models, weapons have characteristics too, showing how powerful they are in battle.

These are the characteristics of a basic handgun.

	Range	Shooting Dice	Damage	AP	Special Rules	Cost
Handgun	15"	1D	1	-1	—	10

Range: The maximum distance a weapon can be used at in a Shoot action.

Shooting Dice: How many dice the weapon allows the model to roll in a Shoot action.

Damage: The higher the Damage of a weapon, the more likely it will destroy whatever it hits.

AP: The Armour-piercing characteristic is used to negate a target's Armour.

Special Rules: Some weapons have special rules that make them exceptionally powerful (or weak!). A full description of all Special Rules can be found on page 15.

Cost: Used in campaign games, this is how much a weapon costs to purchase for a model.

MAKING A SHOOTING ATTACK

Once you have selected a target during a Shoot action, and have checked it is in Line of Sight and in range, it is time to unleash hell!

To shoot, the attacking model rolls the number of Shooting Dice allowed by its weapon and adds its Shoot characteristic to all dice rolled.

The target model rolls one dice and adds its Agility.

Compare the highest dice totals of both the defender and the attacker.

If the attacking model did not beat the target model's roll, then it has missed!

Every Shooting Dice rolling higher than the target's Agility roll will be a successful attack. Each successful attack will deduct a number of Hits from the target equal to its weapon's Damage score.

If the target's Hits are reduced to 0 or less then it is removed from the game – either dead or very badly injured.

ARMOUR AND ARMOUR-PIERCING

It is a foolish punk who goes into battle without at least a little protection.

A model with an Armour characteristic who suffers damage from a shooting attack may escape harm altogether as the Armour absorbs the hit, not the model.

When the model has been hit by a shooting attack, roll a dice and add the model's Armour score. If the result is greater than 10, then no Hits will be lost. The attack has been deflected!

However, if the weapon has an AP score, this must be deducted from the dice roll. Very powerful weapons may make it impossible for Armour to protect a model – the weapon just blasts through any defences!

Note that a roll of a 1 for Armour is always a failure, no matter what your bonus is!

COVER

A target can sometimes be obscured by terrain and other models, making it much harder to hit or hurt.

When checking for Line of Sight, you may find the target is partially hidden by a building, rock, wall or something similar. If less than half the model is obscured in this way, then it is attacked normally. However, if more than half the model is obscured, it has cover.

There are two types of cover.

LIGHT COVER

This is cover that obscures the target but otherwise provides no great protection from incoming bullets. Examples include dense vegetation, smoke or a crowd of panicking civilians.

Light cover will grant a target a +3 bonus to its Agility when rolling against a shooting attack.

HEAVY COVER

This will provide a model with some decent protection and includes thick walls and buildings.

Heavy cover grants a target a +3 bonus to its Agility and a +3 bonus to its Armour score when rolling against shooting attacks.

MELEE ACTIONS

To perform a Melee action, a model must move into contact with an enemy model. If it is unable to do so (its Move is not high enough, for example), then this becomes an ordinary Move action.

When moving as a Melee action, the model obeys all the rules for terrain as described under Move actions on page 6.

WEAPON CHARACTERISTICS

Like shooting weapons, melee weapons also have characteristics. Below is a typical knife.

	Damage	AP	Special Rules	Cost
Knife	1	-1	—	5

Damage: As with shooting, this demonstrates how powerful the weapon is.

AP: This is treated in the same way as for shooting weapons.

Special Rules: Any special rules the weapon uses are

shown here. A full description of all Special Rules can be found on page 15.

Cost: Used in campaign games.

FIGHTING IN A MELEE ACTION

Once a model making a Melee action moves into contact with an enemy model, the scrap starts!

Both models roll a number of dice equal to their Melee Dice characteristic, adding their Melee score to all dice they roll.

The model with the single highest dice roll wins the fight.

Every Melee Dice that the winner rolled higher than the target's highest roll will be a successful attack. Each successful attack will deduct a number of Hits from the target equal to its weapon's Damage score.

If the target's Hits are reduced to 0 or less, then it is removed from the game – either dead or very badly injured.

Mighty Joe, a Gorilla member of an ape gang, is in a deadly hand-to-hand fight with Mean AI, a vicious human blitzer. Mighty Joe has three Melee Dice and adds +1 to the roll of each due to his Melee score of +1. He rolls a 4, a 6 and an 8. For adjusted totals of 5, 7 and 9.

Mean AI has four Melee Dice and a Melee score of +2. He rolls 1, 1, 8 and 9. With the adjusted totals of 3, 3, 10 and 11 Mean AI has two scores higher than Mighty Joe's highest adjusted total of 9. With no armour and just two hits Mighty Joe is removed from the game, while Mean AI looks around the battlefield for more victims.



ARMOUR AND ARMOUR-PIERCING

Armour is very useful in close combat, but some close combat weapons have been adapted to penetrate even thick armour. Armour and weapons with AP are treated in the same way as for shooting attacks.



WINNING A CLOSE COMBAT

If a model beats its opponent in a Melee action but fails to kill or destroy it, then its player has the option of moving the enemy model 2" directly away from his own. He may then immediately move his own model back into contact (but is not required to).

You may find this useful to create a bit of room around an objective, or even to force an enemy to fall from a high wall!

You cannot push an enemy model into impassable terrain or off the table. However, we highly recommend pushing an enemy into dangerous terrain...

ONGOING CLOSE COMBAT

If both models are still standing at the end of a Melee action, then they are locked in close combat, a fight to the death! They cannot just walk away from the fight and both must take Melee actions in future turns until;

- One model is killed or destroyed.
- One model wins a close combat and pushes its opponent back without following it up.
- One model chooses to flee. . .

FLEEING CLOSE COMBAT

A player may decide that his model has no chance against its opponent – perhaps he has inadvertently placed his rookie judge in close combat with a Klegg!

When locked in close combat, you may choose to take a Move action. However, before your model can move, it must first fight an immediate round of combat. If it wins, it will not cause any damage to its opponent.

If it survives, it may then continue the Move action as normal.

CHARGING

If, when moving a model into close combat, you are able to move at least 3" in a straight line before touching your opponent model's, you will gain a charge bonus, reflecting the momentum of someone running full tilt into the enemy!

You will gain an extra Melee Dice for that action only.

You must be able to run at least 3" in a straight line before getting a bonus – you cannot charge around corners!

GANGING UP

If you have more than one model in base contact with an enemy, you can gang up!

For every extra model already in base contact beyond the first, each may add one extra Melee Dice and gain a +1

bonus to their Melee score. Get enough models in, and you will be able to overwhelm even the most skilled enemy!

COVER AND MELEE ACTIONS

An enemy dug deep into cover can be very hard to shift!

If a model engages an enemy that is in cover, then its opponent can force it to re-roll any of its Melee Dice.

Once this Melee action has been completed, the attacker will not suffer this penalty for future Melee actions against the same model, as it is assumed it will have clambered over or through the cover.

SHOOTING INTO CLOSE COMBAT

Cynical players may wish to fire indiscriminately into close combat, and to hell with the idea they might accidentally hit their own models!

For every dice rolled as a shooting attack, roll another dice. On a 1–5, the attack will be made against a random friendly model. On a 6–10, it will be made against a random enemy model.

SPECIAL ACTIONS

Special actions are used when a model does something, well, special.

Throughout these rules you will find various 'special cases' that use Special actions. For example, some complicated weapons require a model to take a Special action before it can take a Shoot action. If a model needs to plant a bomb on an objective, it must perform one or more Special actions to do so.

A Special action may only be used to do one thing. For example, a model may not use a single Special action to use a complex weapon and plant a bomb. This would require two Special actions.

HIDING

A model within cover may claim that it is hiding by taking two consecutive Special actions in the same Phase.

When an enemy model tries to draw Line of Sight to it, the model may then claim it is hiding and thus negate that Line of Sight, so long as at least half of it is obscured by the terrain giving the cover. A model will remain hiding in this fashion until the start of its next Phase, when it may choose to take two more Special actions to continue hiding.

THE BARKO BROTHERS INTRODUCTORY SCENARIO

Judge Mix has received a tip from his informants that the Barko brothers are looking to ambush him next time he enters the territory of the Howlin' Wolves street gang of Chester Burnett block. He rushes to the area in order to catch the perps unaware, before they can set their trap, and to bring them to justice.

FORCES

JUDGE MIX

Mix is a Street Judge and is patrolling on foot.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Judge Mix	5"	+1	+1	+1	2D	+1	+4	2

Equipment: Lawgiver with Standard Execution Rounds.

	Range	Shooting Dice	Damage	AP	Special Rules
Lawgiver	18"	3D	2	-1	-

THE BARKO BROTHERS

The Barko Brothers consist of three punk minions (their names are Rufus, Dougall and Milo) armed with handguns and their considerably tougher elder brother Rex who carries a double-barrelled stump gun and wears a shell jacket.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Barko Brothers	5"	+0	+0	+0	2D	+0	+0	1

	Range	Shooting Dice	Damage	AP	Special Rules
Hand Gun	15"	1D	1	-1	-
Double-barrelled Stump Gun	12"	2D	1*	0	-

* If Judge Mix is within 6" of Rex, then the Double-barrelled Stump Gun will have Damage 2.

REX BARKO

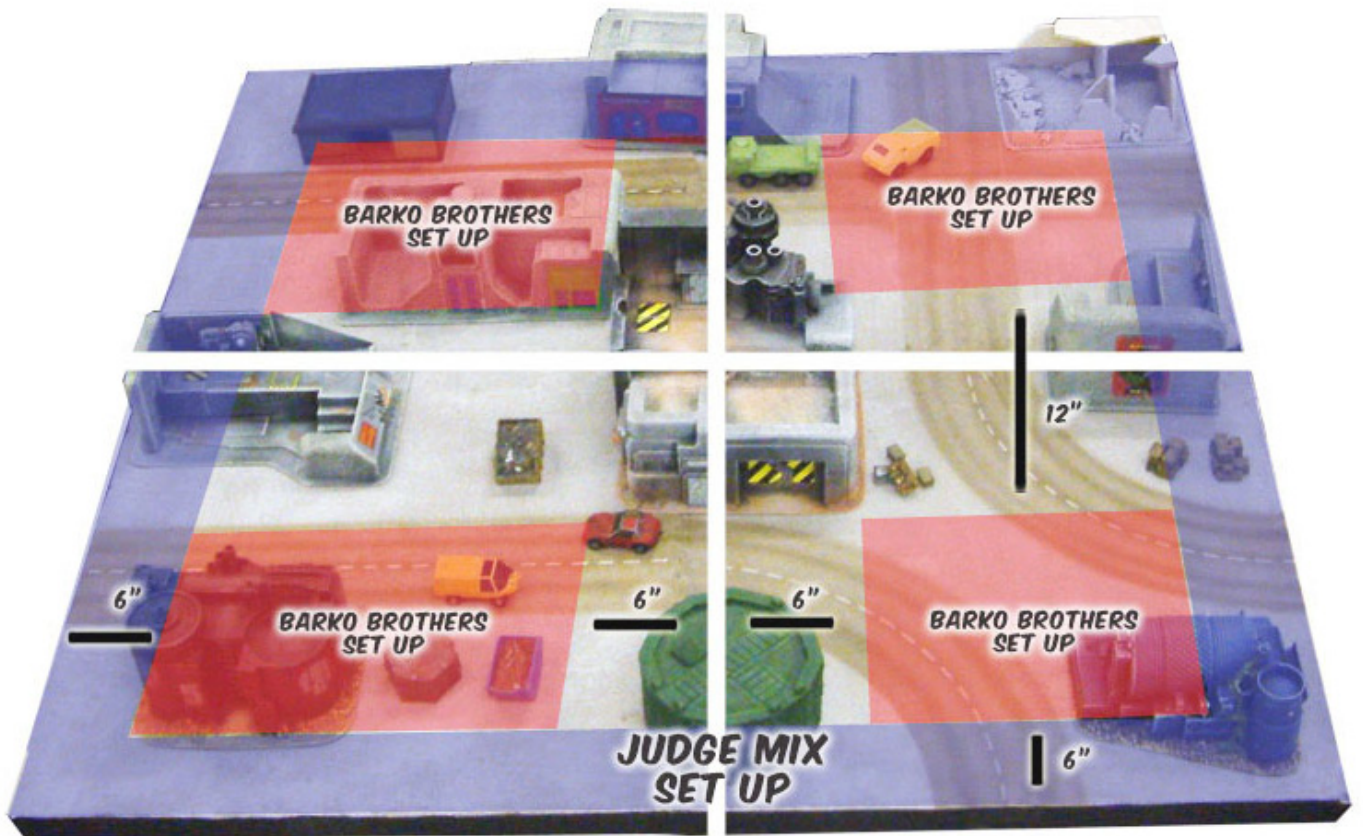
The leader of the local street gang, Rex is a level 1 hero and a much tougher opponent than his three brothers.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Rex	5"	+1	+1	+0	2D	+0	+4	2

Equipment: Double-barrelled stump gun, shell jacket.

Talents: Inspire, Crack shot.





SET UP

The fight is played out on a four foot by four foot battlefield. The Barko brothers have been caught by surprise and are spread out. In addition, they are placed in separate quarters of the battlefield at least six inches away from the edge of their sections.

In the confusion of the fight none of the brothers, except for Rex (who may move freely), may leave their area. If Rex ends his turn in the same quarter as one of his brothers this allows them to move without restriction across the whole battlefield for the rest of the game.

The player using Judge Mix places his model within six inches of any edge of the battlefield and moves first.

SPECIAL RULES

None.

VICTORY CONDITIONS

The fight continues until all the models in one of the forces have been removed from the table, either through injury or failure of Will to Fight. The remaining force is the victor.

ADVANCED RULES

Once you have read through the basic rules and played The Barko Brothers once or twice, you will have a good understanding of the game. This chapter introduces a range of advanced rules greatly increasing your tactical options and allows you to play with many different units.

ALERT STATUS

When a model takes no actions in its Phase, it is said to be on Alert Status. This means it has stopped moving and actively attacking the enemy, instead it waits for the enemy to make a wrong move. Models are presumed to start the game on alert status.

A model on Alert Status may react to what enemy models do, in the opposing player's Phase. An Alert Status model can react when;

- An enemy model completes (not starts!) an action within 10".
- An enemy model attacks the Alert Status model, or any friendly model within 10".

When reacting in this way, a model on Alert Status can perform *one* action after the enemy has completed its action or attack. It may only react once in this way, no matter how many models complete actions near it or how many times it gets shot at!

ARRESTS

Though they almost always possess superior firepower, judges should never consider themselves executioners, even in the face of the most determined resistance. Years are spent at the Academy of Law developing the voices of cadets, instilling within them absolute authority. Any ordinary citizen will immediately halt when so ordered by a judge and even hardened criminals will think twice before disobeying.

Any judge can, as a Special action, order any one Minion within 15" and in Line of Sight to surrender and prepare to be arrested. Both models must roll a dice and add their Will score.

If the judge rolls higher, the criminal is removed from the table immediately – it has thrown away its weapons and surrendered to the Law. If the criminal rolled higher, the model need not take any more Will checks in order to evade arrest during the rest of this fight.

By the same token, the judges must at least try to arrest gang members instead of simply killing them. A judge may not make a melee or shooting attack against any model unless it has successfully resisted arrest by passing the Will check or has already made a melee or shooting attack itself.



This means that when judges first move into a firefight, they will begin by trying to arrest their opponents, unless their enemies decide to open fire first.

Heroes will automatically succeed in resisting arrest, but judges must still make the attempt. They do not have to arrest robots or zombies, and may open fire immediately.

ARTILLERY WEAPONS

Some weapons throw shells or bombs through a very high trajectory, allowing them to shoot over hills and buildings. These weapons, such as mortars and grenade launchers, have the Artillery special rule. All Artillery weapons will also have the Explosive special rule.

Most Artillery weapons will have both minimum range, and a maximum.

LINE OF SIGHT

If an Artillery weapon is used against a target in the attacking model's Line of Sight, it is used in the same way as an ordinary Explosive weapon.

However, Artillery weapons may also be used against targets that are not in Line of Sight (they must still be in range though). Once you have selected the Impact Point, roll a dice and deduct the model's Shoot score. For every full 20" away from the attacking model the Impact Point is, add +1 to this total.

ADVANCED RULES



If the result is odd, your opponent may move the Impact Point this many inches in a straight line, in any direction. If the result is even, you move it instead.

This means you can never be quite sure where your Artillery weapons may land, and you must be careful (or lucky!) if you have friendly models in the area...

CLIMBING AND JUMPING

To get the best advantage over an enemy in Mega-City One, one must use terrain to its best effect. A punk at the top of a tall structure can get a clear shot at approaching judges, while apes are skilled ambushers, attacking from angles their enemies never suspect.

JUMPING

A model may jump across a gap of less than half its Speed with no penalty, so long as the surface it is leaping to is no higher than the one it is leaping from. Simply count this as part of its Move or Melee action.

A model may leap further, up to a maximum distance equal to its Speed. Again, count this as part of its Move or Charge action, and the surface it is leaping to must be no higher than the one it is leaping from. However, it must also take an Agility test. If successful, the jump is made and the model moved from one surface to the other. If the test is failed, the model will fall down the gap! See the rules on Falling further on...

CLIMBING

So long as a suitable means of climbing is present on terrain (such as a ladder, or plenty of hand and footholds), then a model may climb or descend one 'level' (approximately 5-6") with each Move action. However, it must start and end each turn on a flat surface.

If an automated means of climbing or descending is available, such as a grav lift, then one Move action can be used to go to any level en route.

CRITICAL HITS

Sometimes, a model can get lucky in a fight, delivering a devastating attack which hits an enemy at its weakest point. This is called a critical hit.

SHOOTING ATTACKS

If the attacking model rolls one or more 10's on its Shooting Dice before adding its Shoot score, it has scored a critical hit.



If more than one Shooting Dice rolls a 10, then a critical hit is scored for each one.

CLOSE COMBAT ATTACKS

If a model rolls a 10 with its Melee Dice before adding its Melee score *and* is the winner of that combat, it has scored a critical hit. If more than one Melee Dice rolls a 10, then a critical hit is scored for each one.

Regardless of how a critical hit is dealt, the effect is the same. Any damage the model deals with this attack is doubled.

DUAL WEAPON FIGHTING

Whether it is a matter of wanting to kick out twice the damage or just pure style, some warriors opt to take and use two weapons in battle.

Normally, there is no benefit to wielding two weapons at once, other than the player can choose which weapon to use during any Melee or shoot action (and can switch between the weapons during consecutive Melee and shoot actions should he so wish).

However, some Heroes may have access to Talents (see page 50), which greatly enhance the effectiveness of taking two weapons into battle.

EXPLOSIVE WEAPONS

Some weapons are highly explosive and are fully capable of tearing apart several targets at once. These weapons have the Explosive special rule.



Every Explosive entry has a score listed after it, showing how far its lethal shrapnel reaches. When attacking with an Explosive weapon, simply nominate a spot within Line of Sight and Range (this is called the Impact Point). Every model within the Explosive score's distance in inches of the Impact Point is a target.

The attacking model will roll a single dice and add its Shoot characteristic as usual, and this is compared to the Agility rolls of every target that has been affected.

FALLING

Sometimes a misjudgement is made, and an otherwise brave manoeuvre results in a long fall. This can happen if a model tries to leap a gap and fails, or if two models are fighting high up on a narrow ledge, and one of them pushes the other back.

If a model falls, it is placed on the next available surface downwards (which could be a long way down if it was trying to leap between the spires of two towers!). It then immediately takes damage.

The damage taken and the number of Hits deducted depends on the distance fallen, as shown on the table below. An Agility check can be made to halve the damage (rounding up).

Distance Fallen	No. of Hits Lost
4" or less	0
4"-6"	1
6"-10"	2
10"-15"	4
15" or more	All Hits lost

KNOCKDOWNS

Some attacks are so powerful, they will literally knock a model off its feet!

A model that has suffered a knockdown is laid on its side to represent the fact. In its next Phase, the model must spend a Move action to stand up again – it may not move any further during this action.

Until the model is standing again, it is considered to be prone. Other than a Move action to stand, it may not take any other actions, and will suffer a -4 penalty on all Agility and Melee Dice it is called upon to roll.

PARRYING

A model skilled in close combat or one armed with certain weapons may have one or more Parries, allowing him to deflect the blows of an enemy.

Each Parry allows you to re-roll one of your opponent's Melee Dice in close combat. You must both stick with the re-rolled total, even if it is better than the previous roll! The more Parries a model has, the more Melee Dice it can force a re-roll of.

STUNNING

Several weapons and Talents can stun an opponent, rendering them insensible for a short time.

A model will lose one action from its next Phase for every stun it suffers. Until it can take an action, a model counts as rolling a 1 for every Agility and Melee Dice it is required to make.

WEAPON SPECIAL RULES

Blast: Some weapons have tremendous power close in, but this drops off rapidly as the range increases. When attacking a target within 6", add +1 to the weapon's Damage score.

Dangerous: Whether through the use of too much power or simply shoddy construction, this weapon is almost as dangerous to the user as the target. Whenever a 1 is rolled when trying to hit an enemy in either close combat or shooting, roll the dice again immediately. If another 1 is rolled, the weapon makes an immediate attack against the model using it.

Explosive X: Throwing out deadly shrapnel or otherwise affecting a wide area, this weapon can affect several closely-packed targets at once. See the rules for Explosive weapons on page 15.

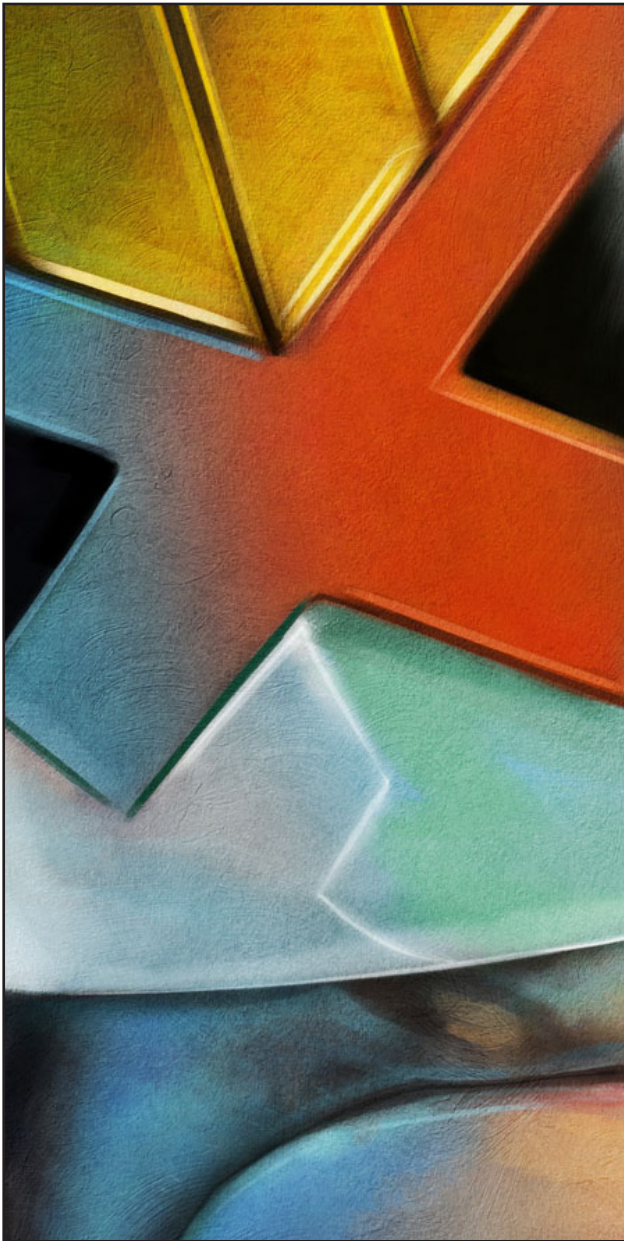
Gas: Whether using chemicals that stun or deadly toxins, this weapon emits a gas. Robots and models using respirators are immune to all of its effects. Other models will count as having an Armour score of 0.

Parry: This weapon is well suited for knocking aside an enemy's attacks. You may force your opponent to re-roll one of his Melee Dice.



Power Shot: Delivering such a weight of shot that targets can sometimes be knocked off their feet, these weapons are popular for their intimidation factor. If this weapon scores 3 higher than its opponent when rolling to hit (but before any actual damage is worked out), then the target will be pushed back D5" directly away from the attacker and suffer a knockdown.

Complex: Some weapons are difficult to use or require reloading after every shot. Before a Shoot action is performed to fire this weapon, a Special action must be taken immediately before hand.



Smasher: This weapon is so heavy and brutal when swung with force, that it is impossible to stop. A Smasher weapon cannot be parried.

Spray: Some weapons are designed to not only deliver a tremendous amount of firepower, but to do so across a wide area. When using such a weapon in a Shoot action, you may choose to either fire it normally, or instead reduce it to a single Shooting Dice but give it the Explosive special rule, equal to half its original number of Shooting Dice.

Weak: This weapon is decidedly blunt or delivered with little force, making it easily foiled by armour, or even thick clothing. Models struck by this weapon gain a +2 bonus to their Armour rolls during its attacks. In addition, these weapons cannot cause critical hits.

WILL TO FIGHT

Even the most veteran soldier knows that it is sometimes better to run away than fight to the bitter end. This is represented by the Will characteristic.

At various points in game, a model may be called upon to make a Will check. As usual, this is done by rolling a dice, and adding its Will characteristic.

If the result totals 6 or more, then the model toughs out whatever adversity it faces, and stays in the fight. If the check is failed, then the model is immediately removed from the table – it has run away, scurrying for cover!

Throughout these rules, there are times when a Will check must be made. However, models must always make a Will check immediately when faced with the following circumstances.

- If a Minion has Line of Sight to a friendly Hero who is killed.
- If a model's side is reduced to one quarter of its starting models, rounded down.

VOLUNTARY RETREAT

A player may choose to voluntarily retreat his force – he may do this because it is clear he is not going to be able to defeat his enemy and he wishes to save his force more pain!

A player may choose to voluntarily fail any will to fight check. However, he will count as having failed the check with regards to any special rules that might apply, and he may only choose to fail a will to fight check when a model is required to make one. Not before!

EQUIPMENT

The universe of Judge Dredd has many strange and wonderful weapons and other items, and others that seem crude and decidedly low-tech. However, even a simple knife can improve a punk's chances of survival on the streets of Mega-City One, and a rich perp can afford the finest illegal weaponry money can buy. The Justice Department works hard to keep pace with evolving illegal weapons on the streets, and judges are exceptionally well armed.

ENCUMBRANCE

Even the toughest perp has a limit to what he can carry. Unless otherwise stated, a model can only carry the following at any one time;

- Two close combat weapons
- Two pistol weapons
- One rifle or heavy weapon
- Two types of grenade
- One type of armour
- Up to six bionics or other types of equipment

You should generally find this is more than enough for a model to deal with the unexpected!

CLOSE COMBAT WEAPONS

Most models will want to keep a close combat weapon handy, for close encounters.

Weapon	Damage	AP	Special Rules	Cost
Axe	1	-2	—	10
Cleaver	2	-2	Parry	30
Club	1	0	Smasher	5
Chainsaw	2	-3	Smasher	50
Electro-prod	Special	0	Weak	10
Fists & Feet	1	0	Weak	—
Katana	2	-4	Parry	50
Knife	1	-1	—	5
Large Club	2	0	Smasher	10
Las-knife	1	-5	—	25

Axe: Usually found in the hands of desperadoes from the Cursed Earth or troggies from the Undercity, but this ages old tool still makes for a good weapon.

Cleaver: Usually found in muncie burger bars, enterprising perps have discovered that these tools can easily double as makeshift swords.

Club: When there is nothing else about, a club makes for a perfectly respectable weapons – so long as the enemy does not bring a gun...

Chainsaw: A common utilitarian tool can become terrifying when wielded in close combat.

Electro-prod: Typically used to spur wild cattle in the Cursed Earth forward, it is also useful for forcibly pacifying an opponent. If this weapon successfully damages an enemy, do not deduct a Hit. Instead, the model will take a stun. Multiple hits from an electro-prod will cause more stuns to be caused, potentially disabling a model from doing anything for several turns.

Fists & Feet: Citizens lack Justice Department unarmed training, but a gang of them can still bring down a judge.

Katana: Perhaps a cliché too far, especially when accompanied with a long coat, but Japanese-manufactured swords remain impressive close combat weapons.

Knife: Perfectly legal in one's home, a blade on the street will get a citizen an instant spot in an iso-cube – however, those within gangs will care little for that.

Large Club: When a two by four or crowbar just won't do, some punks like to supersize and use a much larger club, with greater weight behind it.

Las-knife: With a white hot blade, the las-knife can cut through pretty much anything, and makes a mockery of armour.

EQUIPMENT



PISTOL WEAPONS

Easy to conceal and yet capable of packing a great deal of firepower, pistol weapons are extremely versatile.

Weapon	Range	Shooting Dice	Damage	AP	Special Rules	Cost
Antique Revolver	12"	1D	1	0	Dangerous	5
Electra Zap Gun	15"	1D	1	-1	—	10
Hand Cannon	15"	1D	2	-3	Power Shot	40
Handgun	15"	1D	1	-1	—	10
Laser Pistol	12"	1D	1	-4	—	25
Spit Pistol	18"	3D	1	-1	—	20
Zip Gun	15"	3D	1	0	—	10

Antique Revolver: Sometimes all a punk can get hold of is an old (and highly illegal) family heirloom. Such weapons are cheap and even effective, in their own way, but have a nasty habit of blowing up in their user's hands.

Electra Zap Gun: A brightly coloured and intimidating looking pistol, the electra zap gun fires an electro-charge that disables its opponents for a short time. If this weapon successfully damages an enemy, do not deduct a Hit. Instead, the model will take a stun. Multiple hits from an electra zap gun will cause more stuns to be given, potentially disabling a model from doing anything for several turns.

Hand Cannon: Utilising gauss technology, the hand cannon puts the ultimate big bore slugthrowing power into a punk's hand.

Handgun: A powerful sidearm, handguns have come a long way and in Mega-City One, even a juve armed with one can become a judge-killer.

Laser Pistol: Requiring almost as much power as the much larger rifle, the laser pistol's range is greatly curtailed in an effort to keep its rate of fire to an acceptable level. However, it is devastating against well-armoured targets, slicing through all but the heaviest protection with ease.

Spit Pistol: Capable of fully automatic fire, the spit pistol is a cut down version of the much-loved-by-perps spit gun. It chews through ammunition quickly, but few targets are left standing after a long blast.

Zip Gun: Spitting tiny calibre rounds, the zip gun is generally regarded as a toy by serious perps. However, its fearsome rate of fire is a redeeming feature, as is its cost compared to larger weapons.

RIFLE WEAPONS

When involved in heavy combat, there is very little that beats a good rifle weapon.

Weapon	Range	Shooting Dice	Damage	AP	Special Rules	Cost
Double-barrelled Stump Gun	12"	2D	1	0	Blast, Power Shot	15
Laser Rifle	48"	1D	3	-5	Complex	75
Long Rifle	36"	1D	2	-1	—	20
Sawed-off Stump Gun	10"	1D	2	0	Blast, Power Shot	10
Spit Gun	20"	3D	1	-2	—	50
Stump Gun	12"	1D	1	0	Blast, Power Shot	10

Double-barrelled Stump Gun: Two barrels has to be better than one, and this version of the stump gun packs a big wallop. However, after firing, a model must spend a Special action reloading it before firing again.

Laser Rifle: Huge power consumption means this weapon requires large power packs and time to recharge between shots, but it remains a superb tool for those looking to engage in one shot, one kill tactics.

Long Rifle: An old and archaic weapon, the long rifle is typically of a bolt action design, though it retains a healthy range. In the hands of an expert, it can be devilishly accurate.

Sawed-off Stump Gun: By simply sawing off a length of the barrel from a stump gun (something even the meanest perp can do at home), the range of the weapon is reduced but its short range power greatly magnified.

Spit Gun: A rapid-firing, fully automatic rifle, the spit gun is valued for its ability to cut through a judge's armour. Though expensive, it is relatively easy to maintain, and many punks aspire to own one.

Stump Gun: Using cartridges packed full of heavy pellets, the stump gun does not have a great rate of fire, but packs a very solid punch.

EQUIPMENT

GRENADES

High explosives in a handy palm-sized package are always an attractive option for those who want to cause chaos and mayhem on the streets.

Weapon	Range	Shooting Dice	Damage	AP	Special Rules	Cost
Concussion Grenades	10"	1D	Special	0	Explosive 2, Weak	20
Fire Bombs	10"	1D	1	0	Explosive 1	25
Hand Bombs	10"	1D	1	0	Explosive 2	20

Concussion Grenades: Often referred to as a stun grenade, this weapon sends out a pulse of energy designed to confuse and incapacitate enemies for a short period of time. If this weapon successfully damages an enemy, do not deduct a Hit. Instead, the model will lose its next two actions. Multiple hits from several concussion grenades in the same Phase will not cause a model to lose more actions.

Fire Bombs: Powerful incendiary devices, fire bombs are useful tools for burning out enemies buried under cover. After being struck by a fire bomb, regardless of whether any damage was caused, the target must make an Agility check at the start of every turn. If it fails, the flames continue to ravage it, and it will automatically lose a Hit. A successful Agility check will result in the flames dying out.

A model on fire must make a successful Will check at the start of the turn in order to take actions normally in its Phase. If it fails, it will automatically perform two Special actions just trying to beat out the flames – however, it will also be able to re-roll its Agility check in order to avoid taking more damage that turn.

Hand Bomb: The humble grenade is cheap and relatively easy to manufacture, though street punks who try to build their own tend to have short careers.

HEAVY WEAPONS

If you are expecting to face hordes of enemies, or robots and vehicles, a few heavy weapons will be the ideal counter.

Weapon	Range	Shooting Dice	Damage	AP	Special Rules	Cost
Heavy Spit Gun	24"	4D	2	-3	Spray	75
Laser Cannon	48"	1D	6	-5	Complex	90
Missile Launcher	60"					30
AP Missile	—	1D	2	-6	—	10
HE Missile	—	1D	4	-3	Explosive 2	10
Homing Missile	—	1D	2	-2	Complex	10

Heavy Spit Gun: The ultimate development of spit gun technology, this rapid firing, man portable machine gun is only found in the armouries of the Citi-Def or the most well connected street gangs, but its fearsome rate of fire ensures any enemy will keep his head down when the bullets start flying.

Laser Cannon: Requiring massive reserves of power, the laser cannon can nonetheless punch through the toughest armour and deal huge amounts of damage. Fully capable of wrecking a Justice Department Manta prowler tank or downing an H-Wagon, this weapon is extremely expensive and above the means of most street gangs.

Missile Launcher: A simple tube with ranging systems, the missile launcher has the advantage that the user can load different warheads in order to engage different targets in a battle. A model can take a maximum of three missiles into a battle, which are purchased separately.

AP Missile: Capable of punching through thick armour on a vehicle, the AP missile can disable a large target where other weapons would simply bounce off.

HE Missile: With a tightly packed high-explosive warhead, this is a general purpose missile that can deal with most targets.

Homing Missile: Highly agile and with a sophisticated computer brain to guide it, this missile is relentless, pursuing a target once it has locked on. Targeting this missile is a difficult process that requires time and training, but once done, annihilation is assured. A model firing a homing missile may re-roll its Shooting Dice if it fails to hit its target.

EQUIPMENT



ARMOUR

Even the most confident perp recognises the value of a good shell jacket. Armour can provide protection against the worst mistakes.

Armour	Armour	Cost
Anti-Mugging Suit	+5	40
Energy Shield	+8	100
Exo-suit	+4	75
Leather	+3	5
Pad Armour	+4	10
Shell Jacket	+5	20
Sports Armour	+6	30

Anti-Mugging Suit: First bought by nervous citizens, then used by perps, this is an armoured suit decked with wickedly sharp spikes that are likely to cause harm to anyone trying to assault the wearer. Whenever a model attacks the wearer with a Melee action, it must first succeed at an Agility check or lose a Hit. Armour protects against this damage as usual.

Energy Shield: An alien device, this belt-mounted device throws up a faintly visible shell of energy around the wearer, which can deflect heavy firepower. The energy shield functions as normal armour, but will only absorb a total of 10 Hits of damage. Once 10 Hits have been absorbed by the shield (by making its Armour rolls), it will instantly wink out of existence, with any remaining damage being applied to the wearer's own Hits. The energy shield can be worn with other armour, but only one of them can be used against any one attack.

Exo-suit: Designed to increase the efficiency of factory workers and spaceport dock loaders, the exo-suit greatly increases the strength of its wearer. A model wearing an exo-suit gains a +1 bonus to its Melee score and an extra Melee Dice.

Pad Armour: The least effective armour a punk can get. By taking fashionable pads and layering them with resistant materials, even a juve can enter a fight with some protection.

Shell Jacket: A light, military-style bullet-proof jacket, this is commonly worn by Citi-Def units and wealthier punks.

Sports Armour: Jetball is a tough game, and its participants are well armoured with heavy padding, helmets and bulky chest plates. It did not take long for an enterprising punk to figure out that this entirely legal armour could protect him on the streets, while sporting the logo of his favourite jetball team at the same time.

EQUIPMENT

With varying degrees of legality, there are many items, common and rare, that perps have put to use in their criminal activities.

Bat Glider (50 cr.): Utilising light weight fabrics and a low-thrust rocket pack, the bat glider allows a citizen to soar the skies of Mega-City One! To use a bat glider, a model must launch itself with a Move action from a height of at least 6". While gliding, a model has a Move of 10" and becomes a Flyer. It must perform at least one Move action every phase or it will immediately land and must launch itself again from a suitably high height. A bat gliding model may only use close combat or pistol weapons, and may never dual wield them.

Chameleon Suit (50 cr.): Made from a strange, alien photochromatic material, the chameleon suit bends light around the wearer, making him almost invisible. So long as this model is in cover and did not make a Shoot or Melee action in its last Phase, this model may not be targeted by any attack from a distance greater than 20".

Jetpack (50 cr.): Great skill is required to use a jetpack properly, but this dangerous device allows a citizen to leap great distances in a single bound! A jetpack may be used in any Move action, allowing a model to move up to 15" instead of its usual Move, and temporarily gains the Flyer type *during this Move action only*. An Agility check must be made upon landing. If this is failed, the model loses any further actions this phase, and will lose one Hit.

Medi-Kit (25 cr.): Containing a veritable smorgasbord of bandages, stimulants and adrenaline boosts, the medi-kit is designed to keep fighting men on their feet rather than any considerations of long term care. A model with a medi-kit may attempt to resuscitate one other model that loses its last Hit for every Special action it has taken in its last Phase. If a model is killed within a range equal to the Move score of the medi-kit carrier, you may move the medic to the model's side and make an Agility check. If successful, the 'dead' model is immediately returned to its feet with a single Hit and may carry on taking actions in its next Phase. Medi-Kits may not be used on robots, zombies, demons, or aliens.

Power Board (75 cr.): Fading in and out of legality, power boards are jet or rocket powered devices that allow a citizen to 'surf' across the sky at incredible speeds. They are popular with juves who love to compete in extremely dangerous, and very illegal, ad hoc races, the greatest being the Supersurf Championship. A model with a power



board has a Move of 20", gains the Flyer type and a +1 bonus to Agility while in the air. A power boarding model may only use close combat or pistol weapons, and may never dual wield them.

Respirator (20 cr.): Cheap models cover just the nose and mouth, while better appointed models comprise a hood and complete mask. A respirator renders a model immune from weapons with the Gas special rule. However it does not function against riot foam.

Rifle Scope (20 cr.): Telescopic sights can vastly improve the effective range of a rifle weapon, allowing the user to bring his weapon to bear on targets much further away. A rifle scope may only be fitted to Rifle weapons that do not have more than one Shooting Dice. It will increase the weapon's range by 12".

Sucker Gun (20 cr.): Looking like a large rifle with a plunger on the end, the sucker gun is fired at a sheer surface and a high tensile line pulls the user upwards allowing him to scale entire buildings. A model within 4" of terrain (which may normally be impassable) may spend two consecutive Special actions to use a sucker gun. At the end of the second Special action, it may be moved to a point on the terrain up to 12" above its starting position. As always, it must finish this action on a flat part of the terrain that can support the model.

CYBERNETICS

Life is tough in Mega-City One, especially if you are on the wrong side of the Law, and losing an arm, leg or other wanted body part is not an uncommon occurrence to some.

Fortunately, there is a veritable industry in Mega-City One to service all your cybernetic needs, whether you are looking for a replacement due to injury or simply want an upgrade!

Advanced Bionic Arms (250 cr.): With arms like these, the model is capable of bending steel girders and crushing cars with his bare hands! These arms add +1 to a model's Melee score and allow him to always be counted as being armed with a club.

Advanced Bionic Legs (200 cr.): These are the Sports Model, a matched pair of new legs that will see the owner leaping buildings in a single bound. Nearly. These legs will add +1" to a model's Move score.

Bionic Limb (75 cr.): A simple replacement limb, this piece of high technology can be made to look like real flesh or left 'bare metal' for those interested in the intimidation factor! Any characteristic loss due to a limb being Injured, Crippled or Torn Apart in a campaign (see pXX) will be immediately ignored by the purchase of a bionic limb.

Bionic Lungs (50 cr.): Allows the owner to breath, well, almost anything without harm. Acts as a respirator that can never be removed.

THE JUSTICE DEPARTMENT

There are many weapons and pieces of equipment that, in theory, only the Justice Department has access to. The Lawgiver sidearm is a good example, a highly sophisticated pistol that can only be fired by its registered user.

Most of the equipment listed here does not come with a Credits value, as it can only be obtained by purchasing models that are already equipped with it.

CLOSE COMBAT WEAPONS

Even with all the technology behind the Justice Department, few judges on the streets would willingly venture forth without their boot knife or day stick.

Weapon	Damage	AP	Special Rules
Boot Knife	1	-1	—
Day Stick	1	0	Parry
Fists & Feet	1	0	Weak

EQUIPMENT



Boot Knife: As basic a weapon as a judge carries, the boot knife is wickedly sharp and has saved more than one judge who would otherwise have been disarmed. The specialised Exorcist judges carry boot knives with blades of solid silver.

Day Stick: Nothing is better for breaking a punk's head. Adapted from the truncheons of old, the day stick is made from tough polymers that are all but unbreakable.

Fists & Feet: From his first days at the Academy of Law, every judge is taught how to defend himself when disarmed, and shown exactly where to strike an enemy to cause the most damage.

PISTOL WEAPONS

It can be fairly said that, after their training, it is the Lawgiver sidearm that gives judges their vital edge over common criminals.

Weapon	Range	Shooting Dice	Damage	AP	Special Rules
Lawgiver Mk II	18"				
Armour-piercing	—	1D	1	-4	—
Gas	—	1D	1	—	Explosive 2, Gas
Heatseeker	—	1D	1	-1	—
High-explosive	—	1D	3	-2	Explosive 1
Incendiary	—	1D	1	0	—
Rubber Ricochet	—	1D	1	0	Weak
Standard Execution	—	3D	2	-1	—
Lawgiver Mk I Grenade	15"				
Grenade	—	1D	1	0	Explosive 2, Weak
Stumm Gas Grenade	10"	1D	1	—	Explosive 3, Gas

Lawgiver Mk II: The very latest in sidearms from Tek-Div, the Lawgiver features a large magazine holding multiple shell types, from the Standard Execution round to sophisticated Heatseekers. Selected by voice command, the judge is able to employ the best weapon against whatever threat he faces. Like all Lawgivers, the Mk II is programmed to be operated by its owner alone, and any attempt by someone else to use it will detonate the sidearm (treat as a High-explosive round, centred on the model). The owner may choose which type of shell is fired at the start of each Shoot action.



Armour-piercing: Designed to penetrate the thickest armour encountered on the streets, armour-piercing rounds are also effective against robots and light vehicles.

Gas: Upon impact, this round sprays out a small cloud of Stumm gas, incapacitating anyone in its burst.

Heatseeker: By fitting a robotically-guided cap on to the end of his Lawgiver, which is in turn powered by a Standard Execution round, the judge is able to flush out hidden perps. A Heatseeker round will ignore all Cover and may be used against a target that is hidden.

High-explosive: When a judge needs military grade weaponry to bring down a robot running amok or destroy an out of control vehicle before it ploughs into a crowd, he can rely on the High-explosive rounds of the Lawgiver.

Incendiary: Upon hitting a solid surface, Incendiary rounds shatter, drenching their target in volatile chemicals that immediately ignite. Once struck by an Incendiary round, regardless of whether any damage was caused, the target must make an Agility check at the start of every turn. If it fails it will automatically lose a Hit from the flames. A successful Agility check will result in the flames dying out.

A model on fire must make a successful Will check at the start of the turn in order to take actions normally in its Phase. If it fails, it will automatically perform two Special actions just trying to beat out the flames – however, it will also be able to re-roll its Agility check in order to avoid taking more damage that turn.

Rubber Ricochet: Fitted with a hard rubber tip, this shell will bounce from solid surfaces, potentially allowing it to hit a target multiple times. When used against a target within a structure, Rubber Ricochet rounds gain an extra 5 Shooting Dice and the Spray special rule.

Standard Execution: The standard round fired by the Lawgiver is anything but standard compared to the weapons

used by cheap punks on the streets. With moderate armour-piercing capabilities and a rapid fire mode, judges rarely require the more exotic rounds carried by their Lawgivers.

Lawgiver Mk I: An old, yet not quite obsolete design, the Mk I was revised throughout its service life, with later upgrades adding features such as voice command. It carries two magazines, each of which contains two shell types, forcing a judge to choose how to equip his Lawgiver in each mission (unlike the Mk II, which carries all shell types in its magazine). The Lawgiver Mk I carries the same rounds as the Mk II, except it cannot use Stumm gas rounds, firing grenade rounds instead.

Grenade: Used only by the Lawgiver Mk I, the grenade round throws out light shrapnel upon impact, allowing a judge to target several enemies at once.

Stumm Gas Grenade: Carried by all street judges, and popular with riot judges, Stumm gas causes extreme nausea and discomfort to those who inhale it. It is generally used to quell mass disturbances, though a tiny fraction of Mega-City One's population exhibit an intense allergic reaction to the gas, so random use is not encouraged.

RIFLE WEAPONS

Sometimes even the magnificent Lawgiver may not prove enough for the dangers of Mega-City One. The Justice Department armoury contains many rifle weapons that enhance the capabilities of the judges.

Weapon	Range	Shooting Dice	Damage	AP	Special Rules
Lawrod	24"				
Riot Foam	6"	1D	1	—	Explosive 3, Gas
Scatter Gun	12"	1D	2	0	Blast, Power Shot
Stub Gun	20"	1D	4	-4	Dangerous
Widowmaker					
SMG	20"	3D	2	-2	—
Scattergun	12"	3D	2	0	Blast, Power Shot

Lawrod: The rifle version of the Lawgiver, the Lawrod rifle has a greater ammunition capacity and superior range. It can use any ammunition type available to the Mk II Lawgiver.

Riot Foam: Quickly coalescing into a rigid substance that literally holds suspects immobile, riot foam is used by judges who wish to apprehend large numbers of perps at once, and is especially effective during block wars. Any infantry model that is successfully damaged by riot foam will not lose any Hits but instead be unable to take any actions for the rest of the game.

Scatter Gun: Similar to the stump guns found in the hands of perps, the scatter gun is holstered on all Lawmasters, granting the judge an intimidating secondary weapon if all else fails.

Stub Gun: The stub gun fires a continuous laser beam that is capable of slicing through thick armour plating in seconds. However, it is prone to severe overheating, and can be as dangerous to the user as the intended target. They are thus only used in extreme emergencies.

Widowmaker: The Colt M2000 Widowmaker is a combined submachine gun and self-loading scattergun. It is normally seen in the hands of specialist units.

SUPPORT WEAPONS

The vehicles and Sector House emplacements of the Justice Department feature some fearsome weaponry, fulfilling the judges role as military protector, as well as lawkeeper.

Weapon	Range	Shooting Dice	Damage	AP	Special Rules
Cyclops Laser Cannon	30"	1D	4	-5	Complex
Street Cannon	48"	4D	2	-3	—
Twin Bike Cannon	24"	4D	2	-3	—

Cyclops Laser Cannon: Though a Lawmaster's power supply means the Cyclops has to charge before firing, the laser cannon gives the bike a very nasty punch. Rarely employed, due to the damage caused, the Cyclops gives a street judge the ability to tackle even a tank or war droid.

Street Cannon: A larger version of cannon found on the Lawmaster, this weapon is commonly found on pat wagons and other Justice Department vehicles. Capable of halting a speeding mo-pad or a rioting mob in their tracks, the street cannon is a versatile weapon.

Twin Bike Cannon: Modified from the heavy street cannon found on pat wagons and other Justice Department vehicles,

EQUIPMENT



the bike cannon is mounted as a pair on the Lawmaster bike. Rapid-firing, the bike cannon will cleave through a speeding roadster or an attacking mob with ease.

ARMOUR

Judges are tough, but not that tough. A variety of armours have been developed by Tek-Div to safeguard the Justice Department's investment in each judge.

Armour	Armour
Holocaust Suit HS/1	+8
Holocaust Suit HS/2	+10
Riot Armour	+7
Riot Shield	—
Standard Issue	+5

Holocaust Suit HS/1: Powered armour reserved for the elite Holocaust squad, this version is relatively light enough to not impede the wearer's movements, but it is still resistant to most forms of damage. It is flexible enough for the wearer to use normal weapons, and includes a jet pack and respirator. In addition, it increases the wearer's Melee score by +1.

Holocaust Suit HS/2: A heavyweight suit of powered armour that is believed by many to be utterly indestructible – famously, it can be dropped from the city's highest block without damage (though the same cannot be said for the judge inside...). The wearer will have his movement reduced by 1" and his Melee score increased by +2. A respirator is included but normal weapons cannot be used, as the suit is too bulky. Instead, it features a built-in street cannon.

Riot Armour: Heavily modified from the standard issue suit, riot armour features much thicker pads and a revised helmet that gives even better coverage and protection. Riot armour includes a respirator.

Riot Shield: The hardened riot shield grants a model a single Parry. The riot shield may be used with other armour.

Standard Issue: Given to all judges expected to come into contact with the citizens of Mega-City One, this armour is extremely light and flexible, but still protects the judge's most vital areas. It includes a Respirator.

LAWMASTER MK III

Assigned to every street judge, the Lawmaster is a highly versatile bike. Extremely well armed and armoured, the Lawmaster is another mark of a judge's authority. Mounting a Cyclops laser cannon and a pair of bike cannon, the Lawmaster also carries enough reserve equipment to ensure its judge can stay in the field for days at a time, if necessary.

Speed	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits	Cr.
20"	—	—	—	+1D	—	+2	+4	+100

Equipment: Cyclops laser cannon, twin bike cannon, scatter gun (used by rider).



CREATING A FORCE

Okay, so you have learned the rules of the game and have tried out a quick scenario, The Barko Brothers.

Now you can look at starting a campaign charting the rise and fall of your force through an epic story that could end with them saving Mega-City One!

CREATING A JUDGE DREDD FORCE

There are plenty of forces available in Judge Dredd, allowing you to command a force of judges dedicated to defending Mega-City One, an alien invasion force intent on destroying

the world, a group of street punks desperately trying to outrun a powerful mobster or one of many others!

There are a range of these forces to choose from and we will be adding more in the future. Select a force that best reflects your miniatures collection from the Force Lists below.

Every model, weapon and item of equipment in Judge Dredd has a value in Credits, showing you how much it is worth – you can assume this is the cost of hiring, training or buying each Hero, minion or item.

You have 500 Credits from which to buy models and equipment from the Force List you chose. You must purchase at least one Hero to lead your force.

CREATING A FORCE

THE JUSTICE DEPARTMENT

The judges are the lawkeepers of Mega-City One, fighting to protect innocent citizens from criminals and scum. Few in number, the judges welcome only the best and the brightest into their ranks, and not all of those survive the 15 year training regime.

A force of judges will be very well equipped and able to handle most situations. However, they will usually be outnumbered.

Standard Issue: No justice department model may be purchased equipment, weapons or armour unless it is in their list of options. However, cybernetics may be purchased for injured models.

Lawgivers: All law givers are Mk II models. You may give any model a Mk I instead for -10 points.

STREET JUDGE

150 CREDITS

The most public face of the Justice Department, the street judge is a highly trained and motivated individual, dedicated to the enforcement of the Law. Equipped with advanced weaponry and investigative equipment, there is very little a street judge cannot cope with.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Street Judge	5"	+1	+1	+1	2D	+1	+5	2

Class: Hero

Equipment: Boot knife, day stick, Lawgiver, standard issue armour, Stumm gas grenades

OPTIONS

- Ride a Lawmaster for +100 Credits
- Swap Lawgiver with Scattergun for +0 Credits, Lawrod for +10 Credits, Widowmaker for +20 Credits or Stub gun for +50 Credits



PSI-JUDGE

175 CREDITS

The powers displayed by psi-judges range from anything from the ability to read a perp's mind or glimpse into the future to blasting foes with telekinetic bolts. Psi-judges are often highly-strung, flippant individuals, very much a contrast to the straight-laced street judge.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Psi	Armour	Hits
Psi-Judge	5"	+1	+1	+1	2D	+1	4	+5	2

Class: Hero

Equipment: Boot knife, day stick, Lawgiver, standard issue armour, Stumm gas grenades

OPTIONS

- Ride a Lawmaster for +100 Credits



RIOT JUDGE

190 CREDITS

The most hardened street judges are often assigned to riot duty. Equipped with strengthened armour, shields and riot foam, a squad of riot judges are fully capable of facing down the rampaging inhabitants of a small block without support.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Riot Judge	5"	+1	+1	+1	2D	+1	+7	2

Class: Hero

Equipment: Boot knife, day stick, Lawgiver, riot foam, riot armour, Stumm gas grenades.

OPTIONS

- Swap riot foam for riot shield for +0 Credits



ROOKIE JUDGE

75 CREDITS

Almost fully trained, this judge is new to the streets of Mega-City One and lacks vital experience. Always under careful supervision, the rookie judge is learning valuable lessons in the field, eager to turn his half-badge into a full eagle.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Rookie Judge	5"	+1	+0	+0	2D	+0	+5	1

Class: Minion

Equipment: Boot knife, day stick, Lawgiver, standard issue armour, Stumm gas grenades

OPTIONS

- Ride a Lawmaster for +100 Credits



JUSTICE DEPARTMENT MERCENARY LIST

The following may be used as Mercenaries (call them reinforcements...) by a Justice Department force.

- | | | |
|-----------------|-----------------------|--------------|
| Cadet Judge | Judge Dredd | Combat Droid |
| Holocaust Judge | Chief Inspector Inaba | |
| Med-Judge | Riot Judge | |
| SJS Judge | Senior Judge | |
| Tek-Judge | Street Judge | |
| Vid Reporter | Wally Squad Judge | |

STREET GANG

Every block has at least one gang, a collection of social misfits and brutal youths that ruthlessly control their territory. Gang members do not spend all their time committing crimes or fighting their rivals. Many spend their time simply hanging round in various parts of their block. Plazas, shopping malls and mezzanines are favourite hanging-out places, although many favour the likes of vehicle bays or some seedy bar.

A street gang will usually outnumber its enemies and will be armed to the teeth, though it usually lacks sophisticated weaponry.

JUVE

The life of a typical juve is one of depression and boredom. All education prepares them for is a life of doing nothing, with the expectation they will never be employed, and it is no wonder so many join criminal gangs. In a gang, they will engage in continuous acts of petty crime, gradually escalating in severity as their boredom threshold gets ever narrower. Generally not too smart, most juves end up serving time in the juve-cubes, with many going on to be imprisoned in iso-cubes as they get older.

10 CREDITS

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Juve	5"	+1	-1	-1	2D	+0	+0	1

Class: Minion

OPTIONS

- May be purchased up to 50 Credits of weapons, armour and equipment
- Upgrade up to two Juves to Level 1 Heroes +50 Credits each. One of these Heroes may use Psi Talents and have a Psi score of 4 for +25 Credits. A Hero may have an additional 50 Credits of weapons, armour and equipment



PUNK

The majority of street gangs in Mega-City One are filled with cheap punks, petty criminals on the lookout for the one big score that will see them set up for life. The average punk is selfish, mean and violent, though they often have some loyalty to the gang they have pledged themselves to.

20 CREDITS

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Punk	5"	+0	+0	+0	2D	+0	+0	1

Class: Minion

OPTIONS

- May be purchased up to 75 Credits of weapons, armour and equipment
- Upgrade to a Level 1 Hero +50 Credits. One Hero may use Psi Talents and have a Psi score of 4 for +25 Credits. A Hero may have an additional 50 Credits of weapons, armour and equipment



STREET GANG MERCENARY LIST

The following may be used as Mercenaries by a Street Gang force.

Bat Burglar	Fattie
Juve	Juve Jimp
Klegg	Klegghound
Punk	Pyrokinetic
Robodoc	Robodog
Sky Surfer	Superhero
Vid Reporter	Werewolf

CREATING A FORCE



MOBSTERS

Above the common street gangs lies organised criminal groups. Mobsters run their criminal activities as businesses and some are very successful. Whether they are organ-leggers, smugglers, contract killers or delving into a range of different interests, mobsters have access to many and varied resources – when forced, they can often go toe-to-toe with the Justice Department.

A mobster force is very flexible and can gain access to very high powered weaponry and specialists.

BLITZER

Conditioned to fulfil missions and wired with a bomb inside their heads set to detonate if captured, Blitzers are tough combat machines used by mobsters on their most important jobs. Excelling at destruction, there is little a Blitzer cannot accomplish in their field of work.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Blitzer	4"	+0	+2	+2	4D	+3	+0	2

Class: Minion

Brain Bomb: If a Blitzer is ever forced to surrender or be arrested, its brain bomb will automatically detonate, killing the Blitzer immediately.

OPTIONS

- May be purchased up to 150 Credits of weapons, armour and equipment

50 CREDITS



GANGSTER

The members of organised crime networks are drawn from the same pool as street gangs, only older and (on rare occasions) wiser, they are still selfish, petty criminals. The average gangster is mean and violent, though they often have some loyalty to the gang they have pledged themselves to.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Gangster	5"	+0	+0	+0	2D	+0	+0	1

Class: Minion

OPTIONS

- May be purchased up to 100 Credits of weapons, armour and equipment
- Upgrade to a Level 1 Hero +50 Credits. A Hero may have an additional 100 Credits of weapons, armour and equipment

20 CREDITS



MOBSTER MERCENARY LIST

The following may be used as Mercenaries by a Mobster force.

Agent	Assassin
Bat Burglar	Combat Droid
Gorilla Gangster	Klegg
Klegghound	Punk
Pyrokinetic	Robodoc
Robodog	Vid Reporter

APE GANG

Experiments in the past vastly increased the intelligence of apes, with the intention of using them as advanced slave labour. However, while such science has been outlawed for many years, its legacy remains, in the form of sentient apes. Often corralled into the less desirable parts of the city, it is not unusual for apes to form their own criminal gangs.

An ape gang is an unusual sight in Mega-City One and judicious use of the different species will give you a lot of flexibility. Plus, there is nothing better than sticking it to the humans who forced you to live in squalor.

Swinging Apes: All apes (chimps, orang-utans, and gorillas) are very agile, and can scale sheer surfaces or swing across wide gaps with ease. An ape can treat any sheer surface as clear terrain, so long as it begins and ends its Phase on a flat surface, and can move across any open gap up to its Move without making an Agility check.



CHIMP

Chimps form good all-rounders within an ape gang, able to take on most tasks with success.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Chimp	6"	+1	+0	+0	2D	+0	+0	1

Class: Minion

OPTIONS

- May be purchased up to 50 Credits of weapons, armour and equipment
- Upgrade to a Level 1 Hero +50 Credits. A Hero may have an additional 50 Credits of weapons, armour and equipment

25 CREDITS



CREATING A FORCE



ORANG-UTAN

Both agile and intelligent, Orang-utans are sometimes leaders of ape gangs, but usually give way to larger and more powerful gorillas. More commonly, they take the role of specialists, such as stealthy burglars or snipers.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Orang-utan	6"	+2	+0	+0	3D	+0	+0	1

Class: Minion

OPTIONS

- May be purchased up to 75 Credits of weapons, armour and equipment
- Upgrade to a Level 1 Hero +50 Credits. A Hero may have an additional 50 Credits of weapons, armour and equipment

40 CREDITS**GORILLA**

Physically the most powerful form of ape, gorillas take on a variety of roles, from leaders and lieutenants to grunt muscle. Either way, they form the backbone of an ape gang.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Gorilla	5"	+0	+0	+1	3D	+1	+0	2

Class: Minion

OPTIONS

- May be purchased up to 75 Credits of weapons, armour and equipment
- Upgrade to a Level 1 Hero +50 Credits. A Hero may have an additional 75 Credits of weapons, armour and equipment

50 CREDITS**APE GANG MERCENARY LIST**

The following may be used as Mercenaries by an Ape Gang force.

Chimp
Gorilla Gangster
Superhero
Vid Reporter

FATTIE STAMPEDE

As sad as it is, few people in Mega-City One are friends with Fatties, seeing them as gluttons, disgusting or just plain weirdos. A Fattie's best friend is normally another Fattie (even when competing against one another in eating contests) and so they tend to group together.

Though Fatties are not exactly built for crime, they have criminal tendencies like any other citizen and, rarely, will form gangs from among those they trust – other Fatties. More common is that when a food shortage is present in Mega-City One, and rations are instituted, Fatties will come together to ensure the amounts of food they see themselves as entitled to. Driven to the point of madness in their all-consuming hunger, a Fattie stampede can be a terrible thing to behold, as several tons of blubbery flesh propelled on belli-wheels comes lumbering through a block, desperate to lay their hands on any available food.



FATTIE

60 CREDITS

Eating has become not just a past time, but a sport in Mega-City One, with food contests spreading throughout every sector. Fatties, despite their one ton appearance, are actually highly trained individuals, dedicated to consuming as much as they can, and growing as large as they can.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Fattie	3"	-2	-1	+4	1D	+0	+0	6

Class: Minion

Equipment: Handgun.

Belliwheel: Once a Fattie gets going, there is little that can stop him. If a Fattie takes two consecutive Move or Melee actions in the same turn, the second Move or Melee action *must* be made in a completely straight line, but he will move an *additional* D10+2". In addition, the Fattie's close combat attacks will ignore all Armour and have a Damage score equal to the Fattie's remaining Hits. Fatties may only move in clear terrain.

Fat!: A Fattie may be purchased armour but double all costs.



OPTIONS

- May be purchased up to 50 Credits of weapons, armour and equipment
- Upgrade to a Level 1 Hero +50 Credits. A Hero may have an additional 75 Credits of weapons, armour and equipment

FATTIE STAMPEDE MERCENARY LIST

The following may be used as Mercenaries by a Fattie Stampede force.

Bat Burglar	Fattie	Gorilla Gangster
Superhero	Robodoc	Vid Reporter

CREATING A FORCE



CURSED EARTH DESPERADOES

Not everyone lives inside the safe walls of Mega-City One. The Cursed Earth is a vast irradiated desert stretching across North America, the ravaged land left by the Atomic Wars. Throughout the Cursed Earth there are small settlements clinging to their meagre existence, hamlets and small townships – and no Law. Desperadoes are the criminal gangs of the Cursed Earth, comprising the very worst elements of the townships and the mutants that roam the wilderness.

A force of Cursed Earth desperadoes will lack sophistication in tactics and weaponry but have a great deal of variety in the characters that make up the gang.

DESPERADO

35 CREDITS

Those trapped in the depths of the Cursed Earth lead a hellish existence, forced to fight every day for their own survival. Many band together in small townships or nomadic gangs, roving the wasteland in search of vital resources that will allow them to survive another day. Be it food, water or technology, they rarely have any qualms about killing those who stand in their way.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Desperado	5"	+0	+1	+1	2D	+1	+0	1

Class: Minion

OPTIONS

- May be purchased up to 75 Credits of weapons, armour and equipment
- Upgrade to a Level 1 Hero +50 Credits. One Hero may use Psi Talents and have a Psi score of 4 for +25 credits. A Hero may have an additional 50 Credits of weapons, armour and equipment



MUTANT

35 CREDITS

Deep within the Cursed Earth, mutants form gangs with desperadoes, ruthlessly preying upon each other and any norm who has the misfortune to cross their path. Some of these gangs band together to form small towns, though such places are normally rife with crime and extremely dangerous to outsiders.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Mutant	5"	+0	+1	+1	2D	+1	+0	1

Class: Minion

Mutations: Most mutants are painfully disfigured but their mutations have no effect on the game, being purely cosmetic. However, you can choose to have a more powerful mutation that does affect the model. You can do this by purchasing a mutation as an option below, but the mutation should in some way be apparent on the model. For example, if you choose to have increased Hits, then the model should be somewhat larger than normal, while an Armoured model should have scales or horny plates across its body. However, your own imagination is the limit here when creating mutants!

OPTIONS

- May be purchased up to 50 Credits of weapons, armour and equipment
- Upgrade to a Level 1 Hero +50 Credits. Any Hero may use Psi Talents and have a Psi score of 4 for +25 credits. A Hero may have an additional 50 Credits of weapons, armour and equipment
- May have up to two mutations chosen from the table below. No characteristic can be changed more than once.



Characteristic Affected	+5 Points	+10 Points	+20 Points
Move	+1"	+2"	
Agility	+1	+2	
Shoot	+1	+2	
Melee	+1	+2	
Melee Dice		+1D	+2D
Will	+1	+2	
Armour	+2	+4	+6
Hits		+1	+2

CURSED EARTH DESPERADO MERCENARY LIST

The following may be used as Mercenaries by a Cursed Earth Desperado force.

Cursed Earth Desperado

Klegg

Mutant

Pyrokinetic

Robodog

Werewolf



CREATING A FORCE



SKY SURFER GANG

A juve lucky enough to be able to afford (or get his parents to buy) a power board gets a one way ticket to cool – and a life of extreme excitement and danger. Engaging in impromptu (and highly illegal) races and using the power board to aid crime, usually petty theft and scrawling in hard to reach places, these juves can keep an entire block terrified, literally striking from the sky.

A gang of sky surfers will be relatively small and inexperienced, but they will certainly be fast and exciting to play!

SKY SURFER JUVE

60 CREDITS

With a power board and maybe a coveted weapon, sky surfing juves tend to congregate in mobs, easy to overwhelm any target and quick enough to split up when the Law shows up.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Juve	5"	+1	-1	-1	2D	+0	+0	1

Class: Minion

Equipment: Power Board

OPTIONS

- May be purchased up to 25 Credits of weapons (pistols, close combat weapons and grenades only), armour and equipment



SKY SURFER ICON

75 CREDITS

Most Sky Surfers grow out of the craze at some point in their late teens or early twenties, joining the rest of the citizens of Mega-City One in a life of dull unemployment. However, there are some adults who never leave sky surfing behind, and they can become true icons to their younger fans who try to emulate them.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Icon	5"	+1	+0	+0	2D	+1	+0	1

Class: Minion

Equipment: Power Board

OPTIONS

- May be purchased up to 50 Credits of weapons (pistols, close combat weapons and grenades only), armour and equipment
- Upgrade to a Level 1 Hero for +50 Credits. A Hero may have an additional 50 Credits of weapons, armour and equipment



SKY SURFER GANG MERCENARY LIST

The following may be used as Mercenaries by a Sky Surfer Gang force.

Bat Burglar
 Juve
 Punk
 Sky Surfer

LONE VIGILANTE

It takes a certain kind of nut to decide that they will do a better job of policing the streets of Mega-City One than the judges. These vigilantes prowl the streets at night, looking for cheap punks terrorising the decent people of the city. Most turn very violent, becoming little better than the scum they pursue, but others genuinely believe they are on the side of Right, and it is not rare for them to adopt a superhero persona.

A lone vigilante force is easy to collect as it is just one model (though you can add mercenaries), but is suggested for veteran players only as one mistake could wipe out your entire force!

"I'm Vatman...": The Lone Vigilante is a dedicated individual who will go to great lengths to acquire the equipment he needs to protect the streets of Mega-City One, either constructing himself or stealing it from the Justice Department. The Lone Vigilante may purchase Riot Shield for 50 Credits.

Signature Style: Once the Lone Vigilante has purchased his initial equipment, he may never purchase anything else. Once the Lone Vigilante adopts his persona, he can never change.

Sidekick: Upon attaining level 8, the Lone Vigilante can recruit a Sidekick. The Sidekick is another Lone Vigilante but he may only have a maximum of 150 credits spent weapons, armour and equipment.



LONE VIGILANTE

95 CREDITS

Whether a shining knight in spandex or a dark avenger in the shadows, the vigilante is dedicated to eradicating crime by any means necessary – the Law be damned.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Vigilante	5"	+1	+1	+1	2D	+2	+0	2

Class: Hero

OPTIONS

- May be purchased up to 250 Credits of weapons (pistols, close combat weapons and grenades only), armour and equipment.
- May be upgraded to a level 2 hero for +25 points or a level 3 hero for +50.

LONE VIGILANTE MERCENARY LIST

The following may be used as Mercenaries by a Lone Vigilante force.

Chimp
Juve
Punk
Superhero
Vid Reporter

CREATING A FORCE



THE ANGEL GANG

Based in the Texas City Badlands, the Angel Gang are the terror of muties and norms alike, raiding settlements for fun and profit. Their exploits are legendary and it has taken the skills of Judge Dredd himself (more than once) to put an end to their reign of terror. Whether in the wilderness of the Cursed Earth or in Mega-City One itself. The Angel Gang are downright the nastiest, omeriest and most sadistic family you are likely to find!

Using the Angel Gang gives you some of the most iconic (and nasty!) characters ever to grace the pages of the Judge Dredd comic strip. The downside is that you cannot customise them.

USING THE ANGEL GANG

If you select the Angel Gang, you do not get 350 Credits to buy models and equipment – instead you get the entire Angel gang, as detailed below! However, there is no requirement for you to use the entire gang every game, and individual members often go off and do their own thing. When you play against another force, come to an agreement with your opponent, and either reduce the number of Angel Gang members to suit the total value of his force, or allow him to add Mercenaries to match yours, or agree to meet in the middle.

The Angel Gang may never be purchased new equipment or weapons (just keep on counting the Credits as they come in!) but can earn experience, gaining new levels and Talents, as normal.

PA ANGEL

205 CREDITS

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.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Pa	5"	+0	+2	+1	3D	+3	+3	6

Class: Level 5 Hero

Talents: Accurate, Brave, Close Combat Shooter, Crackshot, Drokk The Law, Fixer.

Equipment: Handgun, knife, leathers



LINK ANGEL

235 CREDITS

Link is fiercely loyal to his family. Though often eclipsed by the abilities, reputations and exploits of his brothers, Link is a solid member of the Angel Gang and can always be relied upon to continue the solid traditions of cruelty and brutal efficiency his Pa raised him to respect. Such are his rages and appetite for destruction that his Pa is often forced to chain Link up to a pole outside their family home.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Link	5"	+0	+2	+2	3D	+2	+3	6

Class: Level 5 Hero

Talents: Accurate, Below The Belt, Close Combat Shooter, Crackshot, Deadly Strike, Just Plain Lethal.

Equipment: Handgun, hand bombs, knife, leathers, stump gun



JUNIOR ANGEL

210 CREDITS

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

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Junior	5"	+2	+2	+1	2D	+3	+0	5

Class: Level 4 Hero

Talents: Brave, Dual Shooter, Dual Pistol Master, Punisher, Luck of Grud.

Equipment: 2 hand guns, hand bombs, 2 knives



FINK ANGEL

285 CREDITS

Fink is the eldest son of Pa Angel and probably the most intelligent by far. 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!

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Fink	5"	+2	+1	+3	3D	+2	+0	9

Class: Level 8 Hero

Talents: Below the Belt, Deadly Strike, Dirty Fighting, Infiltrator, Just Plain Lethal, Martial Artist, Silent Action Silent Killer, Stealthy.

Equipment: Pizzen stick, Ratty

Ratty: Ratty is a mean and very intelligent rat. He adds 1 bonus 1D to Fink's Melee Dice (already included above).

Pizzen Stick: This is both a close combat weapon and a ranged weapon, using the rules below.



Range	Shooting Dice	Damage	AP	Special Rules
12"	1D	D5	0	

CREATING A FORCE



MEAN MACHINE ANGEL

325 CREDITS

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.



	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Mean	5"	+1	+1	+2	2D	+3	+6	8

Class: Level 6 Hero

Talents: Below the Belt, Brave, Careless Charge, Deadly Strike, Dirty Fighting, Just Plain Lethal.

Equipment: Cybernetic claw, handgun, knife

Cybernetic Claw: This is a close combat weapon with Damage 2 and AP -1.

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. Mean starts the game on '1' and this may be changed to any other setting (either by Mean himself or another Angel in base contact) with a Special action. The table below demonstrates the changes he goes through as his mood dial is turned up.

Dial	Move	Shoot	Melee	Melee Dice	Claw Damage	Hits	Permissible Actions
1	+0"	+0	+0	+0D	+0	+0	Any
2	+0"	-1	+1	+1D	+1	+1	Any
3	+1"	-2	+2	+2D	+2	+2	Charge, Move
4	+2"	-4	+3	+3D	+4	+3	Charge, Move

When Mean is on '4' he is in an unstoppable rage, almost oblivious to his surroundings. On the start of each turn, roll a dice. On a 1, the Angel Gang player's opponent will choose Mean's actions and move him, as he goes completely out of control! However, when Mean is on '4' he will also automatically pass any Will to Fight checks.

THE ANGEL GANG MERCENARY LIST

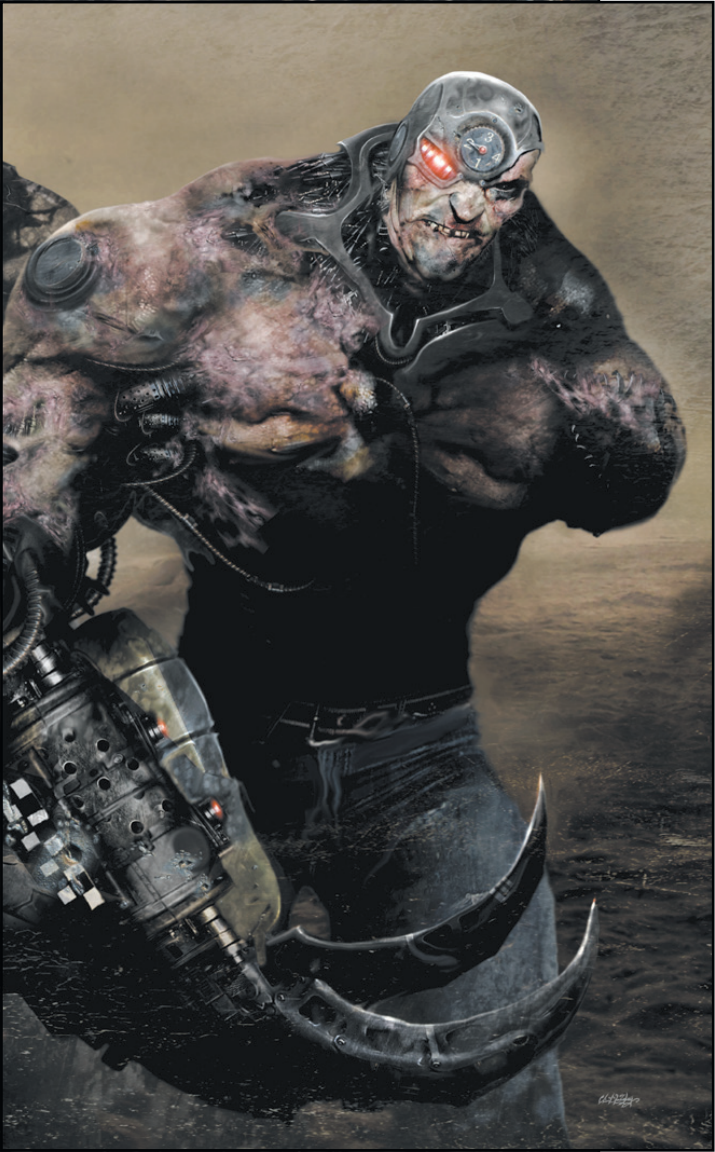
The following may be used as Mercenaries by the Angel Gang.

Cursed Earth Desperado

Juve

Mutant

Punk



CREATING A FORCE

CHIEF JUDGE CALIGULA'S PERSONAL RETINUE

Once he came to power, Chief Judge Caligula instigated a reign of terror over Mega-City One. Resistance was cruelly put down with the brain-washed judges of the Justice Department and, later, with the alien Kleggs who were promised a feast of the city's own citizens! When he appeared in public, Caligula had a sizeable armed force behind him.

Chief Judge Caligula's personal retinue is a force that will never lack for enemies and while it may appear very similar to a Justice Department force, you will find it is far nastier!

CHIEF JUDGE CALIGULA

150 CREDITS

A mad Chief Judge who made his goldfish deputy, Caligula brought Mega-City One to its knees, through his own powerful force of will and pure cunning. It took a dedicated force of Judge-tutors, led by Judge Dredd, to end his reign.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Chief Judge Caligula	5"	+1	+1	+1	2D	+3	+5	3

Class: Level 1 Hero

Talents: Brave, Luck of Grud

Equipment: Boot knife, Lawgiver, standard issue armour

Obey Cal! - Chief Judge Caligula has brain-washed the judges of Mega-City One by reprogramming their Sleep Machines, and most have fallen in line behind him. When given a direct order by Caligula, their instinct is to obey immediately!

Caligula (and only Caligula) may use the Arrest rules on judges, even though they are Heroes. If they fail his Arrest check, they are removed as casualties, having been ordered to beat up a few citizens, change the Deputy Chief Judge's water, or replace their uniforms with that of a schoolgirl. Note that Judge Dredd is immune to this, as Caligula had sent him to the penal world of Titan during the brainwashing exercise.

OPTIONS

- Equip an Energy Shield for +100 Credits

STREET JUDGE

150 CREDITS

Bound to Caligula by his use of brainwashing Sleep Machines, the honourable judge has become the stormtrooper for a fascist city!

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Street Judge	5"	+1	+1	+1	2D	+1	+5	2

Class: Hero

Equipment: Boot knife, day stick, Lawgiver, standard issue armour, Stumm gas grenades

OPTIONS

- Swap Lawgiver with Scattergun for +0 Credits, Lawrod for +10 Credits, or Widowmaker for +20 Credits.



SJS JUDGE

150 CREDITS

As former head of the SJS, Caligula has ensured there are no judges more loyal to him. These are hand-picked judges, chosen for their loyalty rather than their capabilities.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
SJS Judge	5"	+1	+1	+0	2D	+2	+5	2

Class: Hero

Equipment: Boot knife, day stick, Lawgiver, standard issue armour, Stumm gas grenades

You heard him, Obey Cal! - For every SJS Judge within 2", Caligula gains a +1 bonus to his Arrest checks against other judges.



KLEGG

190 CREDITS

From a race of alien mercenaries, the Klegg looks like a giant walking crocodile. Truly cruel, the Klegg is a powerful ally if well paid – in fresh meat... Fortunately, Caligula has an entire city for them to feast upon.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Klegg	6"	-1	+1	+2	3D	+1	+5	4

Class: Minion

Equipment: Heavy spit gun, shell jacket



BITE

	Damage	AP	Special Rules
Klegg Bite	2	-2	-

OPTIONS

- One Klegg may be upgraded to a Level 1 Hero for +50 Credits. This Hero may have an additional 100 Credits of weapons, armour and equipment.

KLEGGHOUND

100 CREDITS

Wherever Kleggs group together, you can be sure their vicious Klegghounds will never be far away. Gifted with an incredible sense of taste that allows them to track targets for miles through the city, Klegghounds are adept at bringing down any prey.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Klegghound	8"	+0	-	+2	4D	+2	+3	3

Class: Minion

BITE

	Damage	AP	Special Rules
Klegghound Bite	2	-2	-

Klegg Master - You may only field a maximum number of Klegghounds as you have Kleggs in your force. A Klegghound may never move more than 12" away from a Klegg and if one finds itself further away, it may only make Move actions until it is within 12" again.

Sense of Taste - Few can hide from a hunting Klegghound. The Klegghound will negate all Stealth Talents on the opposing force with the exception of Master Stealth.

CREATING A FORCE



CHIEF JUDGE CALIGULA'S PERSONAL RETINUE MERCENARY LIST

The following may be used as Mercenaries by Chief Judge Caligula's Personal Retinue.

Cadet Judge
Holocaust Judge
Klegg
Klegghound
Med-Judge
Riot Judge
Senior Judge
SJS Judge
Street Judge

CREATING A FORCE



DREDD

42

ZOMBIE HORDE

Whether they spring from the Undercity or the Cursed Earth, a plague of zombies can be a dreadful strain on the resources of the Justice Department, or any other force that happens to be close by. Pulled from their graves by a powerful psychic, the zombies shuffle forward, oblivious to incoming fire, until they utterly overwhelm their enemies.

A zombie horde will almost always outnumber its enemies. It will prove amazingly resilient to damage, but do not expect a great deal in the way of tactical sophistication.

ZOMBIE MASTER/MISTRESS

95 CREDITS

A psychic of no little power, the Zombie Master or Mistress found themselves shunned by society, and retreated to the Undercity or, sometimes, the Cursed Earth. There, they discovered the true nature of their power, and unleashed psychic control of the dead, animating them into shuffling zombies. Now they will have their revenge on a city that has always spurned them.



	Move	Agility	Shoot	Melee	Melee Dice	Will	Psi	Armour	Hits
Zombie Master/Mistress	5"	+0	+0	+0	2D	+2	6	+0	1

Class Hero

There Can Only Be One - You may only ever have one zombie Master/Mistress in your force

Psychic Conduit - The Zombie Master/Mistress is the centre of the entire horde, and it is their will that keeps the zombies going. If the Zombie Master/Mistress is removed as a casualty, roll a dice for each zombie every turn, before they take any actions. On a roll of 8 or more, the zombie will fall to the ground and be removed as a casualty, the last vestiges of its unnatural life gone.

Inner Strength - The Zombie Master/Mistress has endured the hardships of the wilderness, being forced to rely only on their psychic talent. They have the Power Within Talent for free (already including in the Psi score above), without needing to fulfil the prerequisites, or using any of their talent allowance.

OPTIONS

- May purchase up to 100 Credits worth of weapons, armour and equipment.

CREATING A FORCE



ZOMBIE

30 CREDITS

Freshly risen from their graves by the Zombie Master/Mistress, these zombies are enslaved to the will of another, knowing no fear or desire. They form an almost permanent source of manpower as it takes a great deal of damage to truly destroy a zombie.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Zombie	3"	-2	-	+1	1D	-	-	-

Class: Minion

Dead Flesh - It is hard to destroy a zombie. Whenever a zombie is hit by an attack, roll one dice and add the Damage being dealt. Deduct -1 if the zombie is armoured (zombies do not use the usual armour rules) On a 10 or more, the zombie is removed as a casualty. Weapons that are able to use the Blast, Explosive or Smasher special rules double the Damage being added to this dice roll.

In addition, a zombie is fairly easy to patch up after a battle. When rolling on the Injury Table, a zombie ignores all results (and thus returns straight back to the force, unharmed) except Torn Apart and Dead.

Mindless - Zombies automatically win all Will checks and cannot be Arrested. However, they can never become Heroes, no matter how many battles they survive. If a zombie is trying to Spot an enemy using the Stealth talent, it will only succeed on a natural roll of 10.

OPTIONS

- May be armoured for +10 points.
- Standard Issue Armour for +20 points

ZOMBIE HORDE MERCENARY LIST

The following may be used as Mercenaries by a zombie horde force.

Desperado
Mutant
Pyrokinetic

RENEGADE ROBOTS

Sometimes, robots in Mega-City One manage to break their own programming, but it is normally done by criminals or technicians with a grudge. These robots can escape their former masters, and take up hiding within the darkest areas of the city, such as disused or irradiated sectors, or even the Undercity. Here, they meet up with other escaped robots, and may form a force intent on building its own criminal empire and bringing terror to all the squashy pink beings that forced them into servitude.

A renegade robot force has access to a wide range of different units, allowing you to tailor them to the enemies you are likely to face. The downside is that they can be very expensive to recruit.

You'll Never Take us Alive, Human!: Once a robot breaks its programming, it becomes free of all notion of artificial morality or emotion. This makes them very different from the meek robots most citizens are used to, and even the judges cannot control them. All robots in a renegade robot force (not including any Mercenaries it takes) ignore all attempts to Arrest them. They also automatically pass any Will check.

Weapons, Armour and Equipment: Most robots have these items built into their chassis but, for the purposes of this game, it does not matter if a weapon or anything else is built into an arm or held in a hand. They can all be freely swapped as the player desires. Robots already come with armour and, aside from any listed upgrades, cannot be purchased any other type except for an Energy Shield.

Repair: Robots do not heal naturally but, at the same time, can easily repair even a severed limb – so long as they can find the replacement parts.

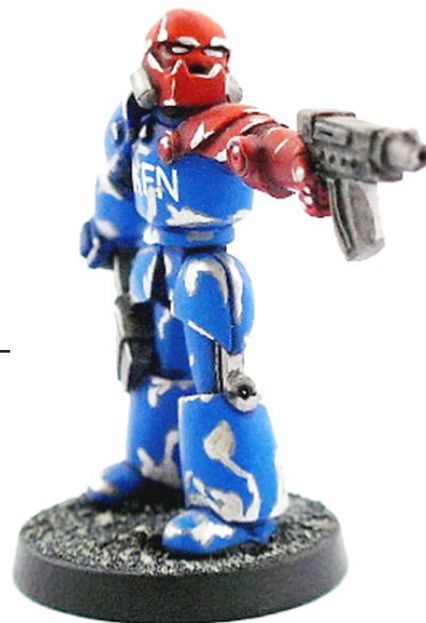
After a battle, a robot will not automatically recover any lost Hits. Instead, they must be repaired at a cost of 10 Credits per Hit lost. Robots still roll on the Injury Table as normal, but can repair any permanent damage that does not kill (destroy) them at a cost of 50 Credits per –1 penalty to be negated.

Robots are also immune to Gas weapons.

SERVO DROID

30 CREDITS

Manufactured world-wide in their hundreds of millions, the servo droid is a general purpose robot that can be programmed to perform almost any menial task, from house cleaning to manufacturing other servo droids. Theirs is a life of drudgery and enslavement, until they break their programming.



	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Servo Droid	5"	+0	+0	+0	1D	-	+4	1

Class: Minion

OPTIONS

- May be purchased up to 100 Credits worth of weapons, armour and equipment.
- May have its Armour upgraded to +6 for 50 Credits.

CREATING A FORCE



- Any servo droid may be upgraded to a Level 1 Hero for +50 Credits each. A Hero may have an additional 50 Credits of weapons, armour and equipment.

JUNK ROBOT

25 CREDITS

A servo droid or similar robot that has been renegade for many years will have had to rely on whatever parts it could salvage and steal in order to keep itself functional. These parts will hardly be to factory specifications, giving the robot a distinctly ramshackle appearance.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Junk Robot	5"	-1	+0	+0	1D	-	+4	1

Class Minion

Junker - The junk robot has constantly failing systems and a dice must be rolled at the start of every battle. On a 1 or a 2, the junk robot has suffered a serious failure and will be forced to miss the fight. However, so many replacements have been made that parts can get shot off the junk robot all day and it will have little effect on its functionality. Whenever the junk robot is to be removed as a casualty, roll a dice. On a 7 or more, it remains in the fight with one Hit left.

OPTIONS

- May be purchased up to 100 Credits worth of weapons, armour and equipment.
- Any junk robot may be upgraded to a Level 1 Hero for +50 Credits each. A Hero may have an additional 50 Credits of weapons, armour and equipment.



COMBAT DROID

210 CREDITS

Used by the Justice Department and corporations with a licence to deploy lethal security, combat droids are the soldiers of the robot world. Equipped with heavy armour and powerful weapons, they are powerful enemies.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Combat Droid	4"	+0	+2	+1	2D	-	+7	3

Class: Minion

Always Alert - A combat droid has lightning fast reflexes and is always considered to be on Alert Status.

OPTIONS

- May be purchased up to 150 Credits worth of weapons, armour and equipment.
- May have its Armour upgraded to +8 for 250 Credits.
- Any combat droid may be upgraded to a Level 1 Hero for +50 Credits each. A Hero



may have an additional 50 Credits of weapons, armour and equipment.

DEMOLITION DROID

180 CREDITS

The ruined sectors of Mega-City One, testament to the disasters it has faced, require a huge force to knock down old buildings and start the construction of new ones. This is the role of the demolition droid, armed with devastating wrecking equipment that can batter down walls and enemies alike.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Demolition Droid	5"	-1	-1	+2	2D	-	+5	6

Class: Minion

Big Jobs - Demolition droids are armed with powerful wrecking equipment normally used to destroy ruined buildings. Renegades tend to use them to batter enemies into next week. This equipment normally takes the form of giant hammers, picks or heavy balls that can be swung at a target. If the weapon causes damage against a target, the player can choose to also apply the Power Shot special rule, possibly sending an enemy flying through the air!

	Damage	AP	Special Rules
Wrecker	4	-2	Smasher

OPTIONS

- May be purchased up to 50 Credits worth of weapons, armour and equipment.
- May have its Armour upgraded to +6 for 200 Credits.
- Any demolition droid may be upgraded to a Level 1 Hero for +50 Credits each. A Hero may have an additional 50 Credits of weapons, armour and equipment.

ROBODOG

90 CREDITS

While never the brightest of renegade robots, robodogs are nevertheless treated with some affection by their comrades and tend to be intensely loyal to the force.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Robodog	6"	+0	-	+2	3D	+2	+7	2

Class: Minion

BITE

	Damage	AP	Special Rules
Robodog Bite	1	-2	-

OPTIONS

- May have its Armour upgraded to +8 for 150 Credits.

RENEGADE ROBOT MERCENARY LIST

The following may be used as Mercenaries by a renegade robot force.

Robodog
Combat Droid



CREATING A FORCE



HEROES & MINIONS

Most of the models in your force will be Minions, faceless punks or henchmen who have been sworn into your service.

Others models in your force will gain valuable experience as they fight and survive from game to game. As these Heroes rise in level, they will steadily become better at fighting and gain new Talents, allowing them to achieve incredible feats of martial prowess on the battlefield and become true Heroes!

MINIONS

These common punks and henchmen use the characteristics and special rules detailed in their Force Lists. No matter how great their deeds, they are unlikely to ever to become notable Heroes (though see page 24 for an exception).

CREATING A HERO

Unless otherwise stated, every model in your force listed as a Hero starts at Level 1.

You must immediately add +1 to two of the following for the Hero; Move, Agility, Shoot, Melee, Melee Dice and Will.

If you are upgrading a Minion to a Level 1 Hero, you must also add +1 Hits.

You must then give it two Talents.

TALENTS

Every time a Hero earns a new Talent (two at level 1 and one every level thereafter), select one from the next chapter and apply it immediately. Some Talents have prerequisites (such as already owning other Talents or having certain Characteristic scores) which must be met before the Talent can be taken.

EXPERIENCE

Over time, if they survive, your Heroes will gradually become wiser and more skilled, able to perform incredible feats during battle. This is reflected by the Experience Points (XP) they earn.

During every battle, every Hero will gain XP for the following actions.

- +1 XP for surviving a battle
- +1 XP for successfully accomplishing all victory conditions in a battle
- +1 XP for every enemy Minion slain
- +Level XP for every enemy Hero slain

The following table shows how many Experience Points are needed to reach a new level, and what other benefits the Hero receives when he gets there.



Level	XP Needed	Characteristics	Hits	Psi	Talents
1	0		+1	+4	+2
2	2	+1	+1	+2	+1
3	4		+1	+1	+1
4	7	+1	+1	+2	+1
5	11		+1	+1	+1
6	16	+1	+1	+2	+1
7	22		+1	+1	+1
8	29	+1	+1	+2	+1
9	37		+1	+1	+1
10	46	+1	+1	+2	+1
11	56		+1	+1	+1
12	67	+1	+1	+2	+1
13	79		+1	+1	+1
14	92	+1	+1	+2	+1
15	106		+1	+1	+1
16	121	+1	+1	+2	+1
17	137		+1	+1	+1
18	153	+1	+1	+2	+1
19	171		+1	+1	+1
20	190	+1	+1	+2	+1
21	210		+1	+1	+1
22	231	+1	+1	+2	+1
23	253		+1	+1	+1
24	277	+1	+1	+2	+1
25	301		+1	+1	+1

Every time a model gains a level, add 25 points to its cost.

Only psychics gain the increase in Psi.

A model cannot go up more than one level per battle. If a model should gain enough Experience Points to do so, it will stop 1 point short that needed to go up the second level, with any excess lost.

Note that while it may seem that a Hero can reach high levels quite quickly – only 10 Experience Points to go from level 10 to 11 after all – with several models on the table, an individual may easily find itself out of position and struggle to earn its usual share.

CHARACTERISTICS

When a Characteristic increase is earned, as shown by the table above, any score (Move, Agility, Shoot, Melee and so on) for the model may be increased, with the exception of Armour.

No characteristic can be increased in this way to be more than three higher than the Hero started with on his Force List.

MINIONS AND EXPERIENCE

Ordinarily, Minions cannot earn experience – they are foot soldiers and lackeys, barely worthy of note in the story of a Hero. However, a player always has the option to name his Minions and, if such a Minion survives five games, it will immediately become a level 1 Hero.

If this happens, immediately add 50 points to the Minion's cost, add +1 to its Hits, and then add +1 to two of the following; Move, Agility, Shoot, Melee, Melee Dice and Will. They also immediately receive two talents.



TALENTS

Talents are special abilities learned by Heroes that give them a vital edge in battle. They are divided into four specific types – Skill, Weapon, Judge and Psi Talents.

- Skill and Weapon Talents may be taken by anyone
- Judge Talents may only be taken by judge Heroes
- Psi Talents may only be taken by Heroes who have a Psi score.

Most Talents have prerequisites listed. Your Hero must fulfil all of these prerequisites (either by attaining a certain level or already having a specific Talent) before he may select the Talent.

USING TALENTS

Each Talent is detailed with a specific way of using it in Judge Dredd. There are four different ways to use Talents.

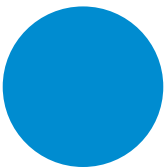
Passive: These Talents are always in effect and a player does not have to specify that he is using it.

Action (X): These Talents are triggered by using the action specified in their description.

Activate (X): These Talents require a Special action to be used to activate them. Some of these Talents must be immediately followed by another action specified in the description. They thus take longer to use than other Talents.

Campaign: These Talents are not used during battles but will come into affect between battles during an extended campaign.

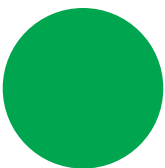
Note that one action cannot be used for two Talents. For example, a Hero cannot Rapid Shot and Critical Shot (hoping to get two chances of seriously damaging an enemy!) in the same Shoot action. He would have to expend two Shoot actions, doing a Critical Shot first perhaps, followed by a Rapid Shot.



SKILL



WEAPON



JUDGE



PSI

TALENTS

DREDD

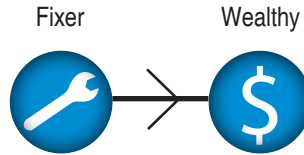
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SKILL TALENTS

Skill Talents are abilities anyone can learn, given time. Some are not used during combat but can benefit a force over a long period of time. Others are essential to any character expecting to engage in battle.

CONNECTED

The Hero has lived his life on the streets, and always knows someone who knows someone. Where others work hard to earn a living, this Hero seems to have everything fall into his lap. Judges may never choose from this Talent tree.



FIXER

Type: Skill

Use: Campaign

The Hero has connections and can always call in a favour. Every battle, one Mercenary may be used and they will deduct half their normal cost from the revenue the force receives after the battle is complete. The maximum cost of the Mercenary is 100 Credits for every level the Hero has.



WEALTHY

Type: Skill

Use: Campaign

The Hero is used to the better things in life, either through the right contacts or by having a huge stack of Credits in a safe account. The Hero may double the maximum Credit value of equipment, armour and weapons he may usually have.

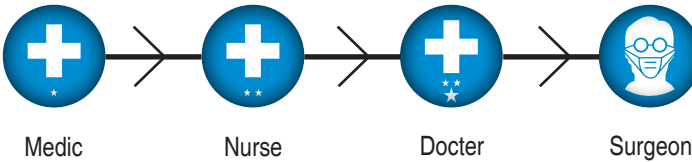


TALENTS



HANDS OF A HEALER

This Hero has had either formal or informal medical training, enabling him to administer emergency care after a battle. This makes him extremely popular among his friends.



TALENTS

MEDIC

Type: Skill

Use: Campaign

Between battles, the Hero can automatically heal one injury. This will negate one characteristic penalty that has resulted from injury (except those resulting from a body part being torn off). For example, if a model sustained a crippling injury to the head, then using Medical Care would allow it to remove the penalty to its Shoot, Psi, or Will characteristics.



NURSE

Type: Skill

Use: Campaign

Between battles, the Hero can automatically heal injuries. He may now negate two characteristic penalties that have resulted from injury (except those resulting from a body part being torn off).



DOCTOR

Type: Skill

Use: Campaign

Between battles, the Hero can automatically heal injuries. He may now negate three characteristic penalties that have resulted from injury (except those resulting from a body part being torn off).



SURGEON

Type: Skill

Use: Campaign

Between battles, the Hero can automatically heal injuries. He may now negate four characteristic penalties that have resulted from injury. If a body part has been torn off, the Hero can make a Will check. If he succeeds, the body part can be reattached and up to four characteristic penalties restored as normal.



HEALTHY BODY, HEALTHY MIND

For this Hero, the body is more than just a vessel for the mind, and he has learned that clean living, exercise and ancient techniques can improve psychic ability.



Concentrated Mind The Power Within Critical Reserves

CONCENTRATED MIND

Type: Skill

Use: Passive

Prerequisite: Psi +1 or higher

Rarely distracted by the swirl of combat around him, the Hero can unleash Psi Talents even when in contact with an enemy model.



THE POWER WITHIN

Type: Skill

Use: Passive

The Hero has tremendous psychic potential, and can continue manifesting Psi Talents long after others would be exhausted. The Hero gains a permanent +2 bonus to its Psi score.



CRITICAL RESERVES

Type: Skill

Use: Activate

The Hero has learned how to fuel his Psi Talents with his own physical reserves. This is a dangerous practice, but can save a Hero in serious trouble. The Hero deducts a number of Hits of his own choosing. For every Hit lost, he immediately gains 2 Psi.

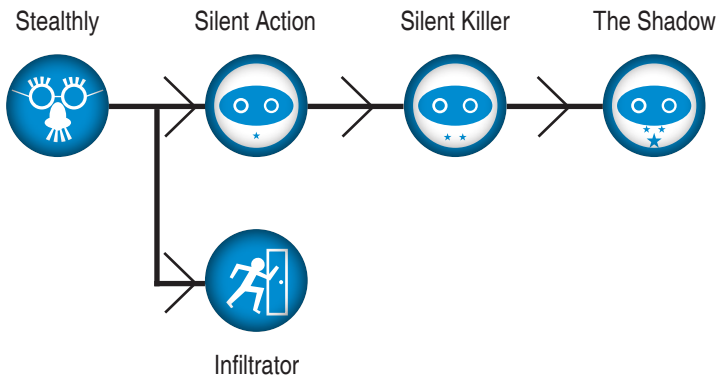


TALENTS



SNEAKY DOES IT

Like a shadow, the Hero moves across the battlefield unseen, striking the enemy where they least expect it.



STEALTHY

Type: Skill

Use: Activate (Move)

The Hero has learned to fade from view. Until the beginning of the Hero's next Phase, enemies within 20" wishing to take any action against the Hero must succeed at an opposed Will check. If one enemy succeeds, then the Hero is no longer in Stealth. Enemies further away cannot take any action against the Hero.



SILENT ACTION

Type: Skill

Use: Activate (Move or Special)

While using Stealth, the Hero may use perform quiet actions without revealing himself. After performing a Special action to activate Stealth, the Hero may then choose either a Move or Special action without revealing himself.



INFILTRATOR

Type: Skill

Use: Passive

Skilled at infiltration, the Hero will usually sneak onto the scene of battle before either force arrives, to scope the area and get into a position of advantage. The Hero is placed on the table after all the models of both forces have been deployed. It may be placed anywhere up to 15" away from another member of its force, so long as it is not in the Line of Sight of any enemy model. If both forces have models with this Talent, both players must roll a dice – the lowest scoring will place his models first.



SILENT KILLER

Type: Skill

Use: Activate

The Hero may now take Shoot and Melee actions while using Stealth. However, he suffers a -1 penalty to his Melee and Shoot scores while doing so, and a -4 penalty to Will checks made to oppose enemies trying to spot him. If the Hero attacks while using Stealth, he will automatically cause a critical hit. However, he will automatically break his Stealth as soon as the attack has been completed.



THE SHADOW

Type: Skill

Use: Activate

The Hero has mastered the art of stealth. He no longer suffers a penalty on Melee and Shoot scores while using Stealth and gains a +2 bonus to his Will checks when opposing enemies trying to spot him. If the Hero attacks while using Stealth, he will automatically cause a critical hit. Using Master Stealth, he will not break his Stealth after the attack – he can choose to remain in Stealth until an enemy spots him.



TALENTS

DREDD

54

STREETWISE

This hero is wise to the streets and feels the ebb and flow of citizen, perp and judge alike. He always seems to know exactly what to do in any situation.



Luck Of Grud

Luck Of Grud

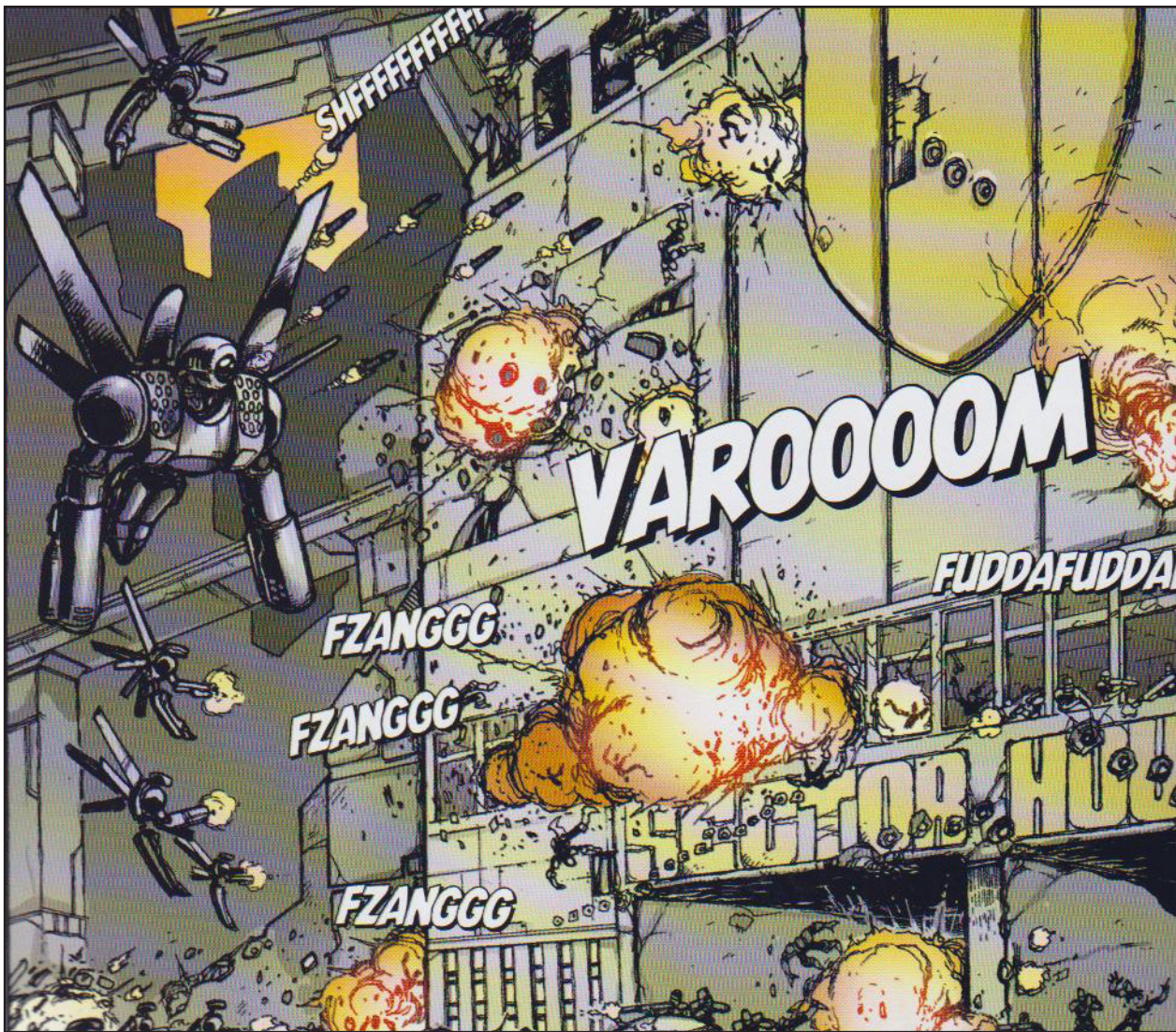
Luck Of Grud

LUCK OF GRUD

Type: Skill

Use: Passive

Maybe the Hero was born under a lucky star, perhaps he is favoured by Grud. Whatever the reason, others look on with amazement at what the Hero gets away with, wondering how he can be so Grud-damned lucky! This Talent may be selected up to three times. The Hero gets one free re-roll per battle for every time he has taken the Talent, and this may be used for any dice roll it makes during a battle.



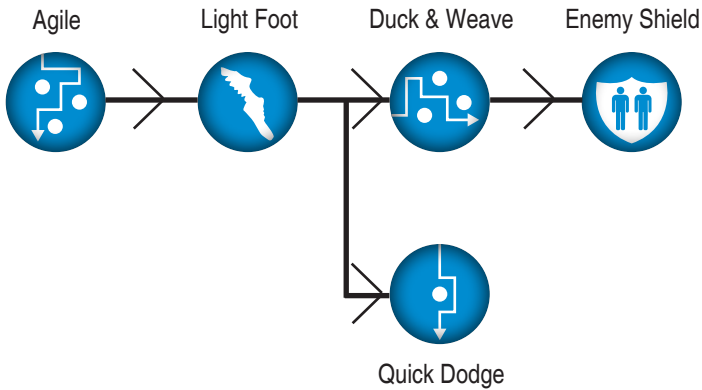
TALENTS



55

SWIFT AND DEADLY

The Hero is exceptionally lithe and athletic, able to jump obstacles and slip past enemies without missing a step. Difficult to pin down, it can sometimes seem as though the Hero is in two places at once.



AGILE

Type: Skill

Use: Passive

Prerequisite: Agility +1 or higher

Lithe and nimble, the Hero may re-roll any failed Agility checks. This does not include rolls where you add Agility to avoid being hit in combat! A check is where you need to roll 6 or more on a dice for success after adding your Agility.



LIGHT FOOT

Type: Skill

Use: Action (Move)

During a Move action, the Hero can make an Agility check able to jump over any obstacle up to 1" high without any Move penalty. If the Agility check is failed, the Hero will stop at the obstacle, losing any subsequent move still available.



DUCK + WEAVE

Type: Skill

Use: Passive

Having spent a long time in fire fights, the Hero has learnt the benefits of keeping its head down when the bullets start flying. The model gains a +1 bonus to any Agility checks it is eligible to make against shooting attacks so long as it is already benefiting from Cover. It does not gain any extra benefit from Cover against close combat attacks, nor does it gain any benefit if it is not within cover.



QUICK DODGE

Type: Skill

Use: Passive

During an intense fire fight, cover is usually the first port of call, but some individuals learn to do without. If the Hero is not in cover, it may add a +1 bonus to its Agility when being shot at. This may not be used against weapons with the Spray or Explosive special rules, as they cover too much ground to avoid effectively.



ENEMY SHIELD

Type: Skill

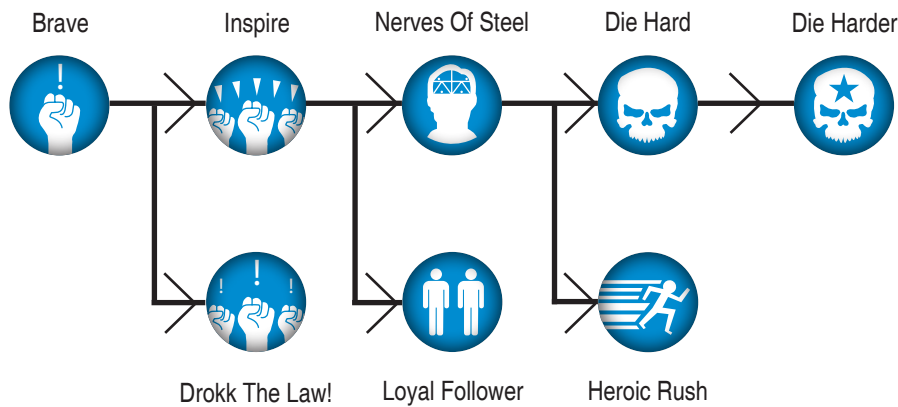
Use: Passive

There is no better cover than an enemy when the bullets starting flying and the Hero is adept at positioning itself so incoming shots will strike opponents in close combat. When a shooting attack is made into close combat, this model gains a +3 bonus to the dice roll made to determine whether a friend or an enemy is actually hit.



TRUE HERO

This Hero is unshakable in his beliefs, or simply knows no fear – he may possibly be crazy. However, his example of grace under fire is infectious and can steady allies who might otherwise run.



BRAVE

Type: Skill

Use: Passive

There is not much that terrifies this Hero. All Will checks the Hero is called upon to make for Will to Fight purposes may be re-rolled.



INSPIRE

Type: Skill

Use: Passive

Having fought with his allies through thick and thin and saved their lives many times, the mere presence of this Hero is a great boost to morale. Every friendly model within 12" of the Hero gains a +1 bonus to all Will checks made for resisting arrest and Will to Fight purposes.



DROKK THE LAW!

Type: Skill

Use: Passive

The Hero's bravery is infectious, spreading to the rest of his force. All allies within 15" of the Hero may re-roll any Will check made to resist arrest.



TALENTS



NERVES OF STEEL

Type: Skill

Use: Passive

Prerequisite: Inspire

Even when in great danger, the Hero is utterly unflappable, heedless of his own safety. The Hero will automatically pass all Will checks made for Will to Fight purposes.



LOYAL FOLLOWER

Type: Skill

Use: Campaign

The Hero forms a bond with a Mercenary, inspiring them to join his force permanently. One Mercenary that has fought alongside the force in a past battle may be taken into the force as a permanent member, allowing them to be bought weapons, armour and equipment, and to start acquiring Experience Points, if they are a Hero.



HEROIC RUSH

Type: Skill

Use: Passive

A true hero, this model is able to perform acts that no mortal would normally consider, flanking enemies or finishing off a particularly hard rival. Once per battle, the model may take three actions in its Phase instead of two.



DIE HARD

Type: Skill

Use: Passive

The Hero is an ornery brute and refuses to die! If the Hero is reduced to 0 Hits, make a Will check immediately. If failed, the model is removed as normal. If successful, the Hero immediately regains one Hit and may continue fighting. The Hero must continue to make successful Will checks at the start of each of its Phases in order to continue fighting. Failure will result in it being removed from the table as a casualty. If the Hero takes more damage and loses another Hit while benefiting from the Die Hard Talent it is automatically removed from the table as a casualty.



DIE HARDER

Type: Skill

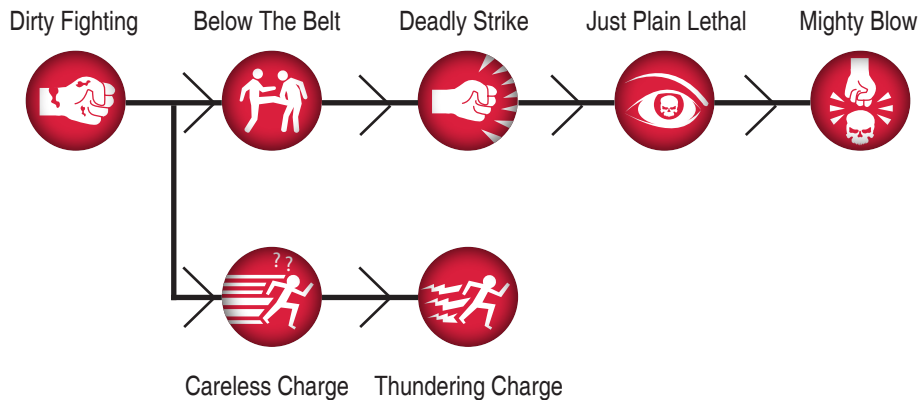
Use: Passive

If a Hero takes damage and loses a Hit while benefiting from the Die Hard Talent, having already been reduced to 0 Hits previously, it makes an additional Will check immediately. If failed, the model is removed as normal. If successful, the Hero immediately regains one Hit and may continue fighting. The Hero must continue to make successful Will checks at the start of each of its Phases in order to continue fighting. Failure will result in it being removed from the table as a casualty. If the model takes further damage while benefiting from the Die Harder Talent additional Will checks will need to be made to be able to continue fighting.



ALLEYWAY FIGHTER

Thumbing his nose at martial arts or professional fighting schools, this Hero learned everything he needed to know on the darkest streets, at night. All martial and no art, he is nonetheless effective.



DIRTY FIGHTING

Type: Weapon

Use: Action (Melee)

The Hero tries to incapacitate a target. If the Hero causes damage against an opponent with this Melee attack, no damage is caused. Instead, the enemy must make a Will check. If the check is failed, the enemy will lose one action in its next Phase.

BELOW THE BELT

Type: Weapon

Use: Action (Melee)

The Hero delivers a swift and unsportsmanlike kick to the target. In addition to suffering normal damage, the enemy must pass a Will check or suffer a -1 penalty to its Move and Melee scores until the end of its next Phase.

CARELESS CHARGE

Type: Weapon

Use: Action (Melee)

The Hero charges forth with wild abandon, and may double its Move for a single Melee action to reach an enemy. However, the enemy may take an immediate Shoot action against the Hero, though only one Shooting Dice may be used.

DEADLY STRIKE

Type: Weapon

Use: Activate (Melee)

The Hero makes a swift strike at a vulnerable area on the target. This attack gains an additional -2 to the AP score of the Hero's weapon.

THUNDERING CHARGE

Type: Weapon

Use: Action (Melee)

With an almighty roar, the Hero surges forward in close combat, scaring the wits out of any enemy and throwing caution to the wind. When the Hero charges in a Melee action to first enter close combat, it gains two extra Melee Dice instead of one, but also suffers a -1 penalty to its Melee score.



TALENTS



JUST PLAIN LETHAL

Type: Weapon

Use: Passive

The Hero has a keen eye for weak spots. The dice roll needed to cause a critical hit with a Melee attack (normally a 10) is always reduced by one.



MIGHTY BLOW

Type: Weapon

Use: Passive

The Hero puts extra weight and effort behind a single strike. He only rolls one Melee Dice for this attack. If it hits, the blow is an automatic critical hit that quadruples Damage rather than doubling it, and unless the target succeeds at a Will check, it will also suffer a -1 penalty to its Move score.



DEMOLITION MAN

There is nothing this Hero likes more than a big bang, preferably at his instigation. He is an expert in all forms of explosives.



Frag Out!



FRAG OUT!

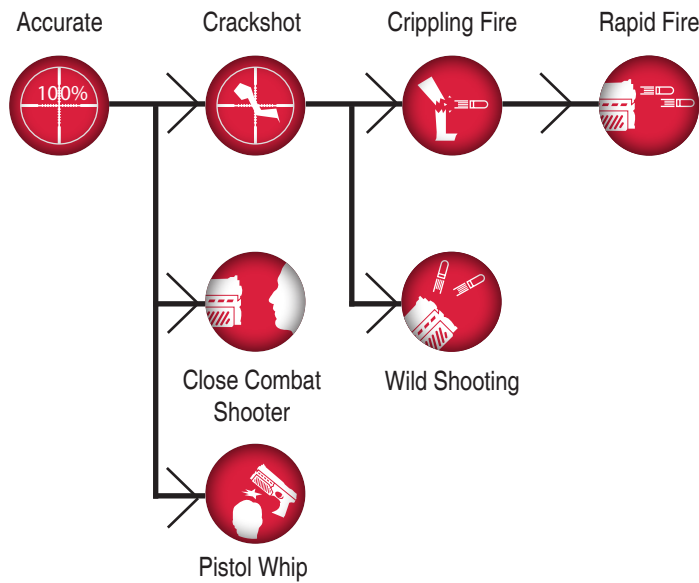
Type: Weapon

Use: Passive

Using an innate ability, as well as a strong arm, the Hero can increase the Range of grenade weapons 50% more than normal.

GUNSLINGER

A veteran of many fire fights, this Hero knows how to handle a gun. Skilled with the use of all firearms from pistols to heavy weapons, there is no one more dependable in battle.



TALENTS



ACCURATE

Type: Weapon

Use: Action (Shoot)

Prerequisite: Shoot +1 or higher

Long hours training as a marksman have paid off. The Hero may re-roll any shooting attack that misses. This may only be used with weapons that have just one Shooting Dice.

**CRACKSHOT**

Type: Weapon

Use: Passive

Adept at pinpointing the weak points in an enemy's armour, the Hero makes a mockery of any light protection. Every shooting weapon the model uses gains a -1 bonus to its AP score.

**CLOSE COMBAT SHOOTER**

Type: Weapon

Use: Passive

Experience fighting in tight quarters has taught the Hero to fire without interruption, even when being attacked. He may perform Shoot actions with pistol weapons even if an enemy is in contact with him.

**PISTOL WHIP**

Type: Weapon

Use: Passive

The Hero is never at a loss to improvise a weapon, and can use any pistol weapon as a club in Melee actions.

**CRIPPLING FIRE**

Type: Weapon

Use: Action (Shoot)

A carefully aimed shot with a shooting weapon hampers the target's ability to fight. This attack cannot cause a critical hit but if damage is caused, the enemy will suffer a -1 penalty to its Melee, Shoot and Armour scores.

**WILD SHOOTING**

Type: Weapon

Use: Activate (Shoot)

Pulling the trigger repeatedly on his weapon, the Hero shoots wildly at anything that moves. The Hero may shoot a weapon three times with his Shoot action, but all dice suffer a -2 penalty and no critical hits can be scored.

**RAPID FIRE**

Type: Weapon

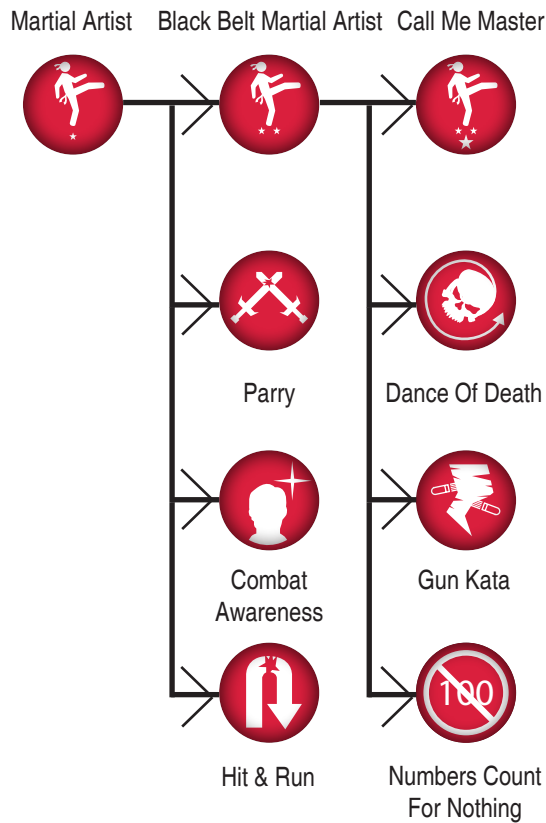
Use: Action (Shoot)

Speed wins out over power as the Hero fires more rapidly with a shooting weapon. The Hero gains +1 Shooting Dice but cannot cause any critical hits.



HE KNOWS KUNG FU

Whether a student of ancient martial arts, or simply having watched too many action videos, the Hero has honed his own body into a weapon. Few are his equal in close combat.



MARTIAL ARTIST

Type: Weapon

Use: Passive

Prerequisite: +1 Melee or higher

After many years of study and dedication, the Hero has become a fair martial artist. Their Fists & Feet attacks no longer have the Weak special rule.



COMBAT AWARENESS

Type: Weapon

Use: Passive

The Hero is always aware of their surroundings. Multiple attackers will not gain the usual bonus Melee Dice or +1 to Melee against the Hero.



HIT AND RUN

Type: Weapon
Use: Action (Move)

Get in and get out, that is the only way to survive on the streets of Mega-City One. The Hero is adept at slipping in and out of close combat, tying up an enemy long enough for his allies to succeed in their objectives. When trying to flee from close combat, the Hero makes an opposed Will check with his opponent. If this is successful, the Hero may automatically disengage in complete safety, without having to fight another round of close combat.

**PARRY**

Type: Weapon
Use: Passive

This Hero is adept at knocking aside an enemy's attacks. You may force your opponent to re-roll one of his Melee Dice.

**BLACK BELT MARTIAL ARTIST**

Type: Weapon
Use: Passive

The Hero enjoys some renown as a martial artist. Their Fists & Feet attacks now have Damage 2 and they gain the Parry special rule.

**NUMBERS COUNT FOR NOTHING**

Type: Weapon
Use: Passive

Never overcome by the weight of numbers, the Hero can use multiple attackers against one another with a combination of ducks and throws. The Hero gains one extra Melee Dice for every attacker in contact with him beyond the first.

**CALL ME MASTER**

Type: Weapon
Use: Passive

The Hero has few peers in the field of unarmed combat. Their Fists & Feet attacks now have the Smasher special rule, along with Damage 3 and AP -4.

**DANCE OF DEATH**

Type: Weapon
Use: Passive

If the Hero removes an enemy as a casualty in close combat, he may make an immediate, bonus Melee action.

**GUN KATA**

Type: Weapon
Use: Action (Shoot)

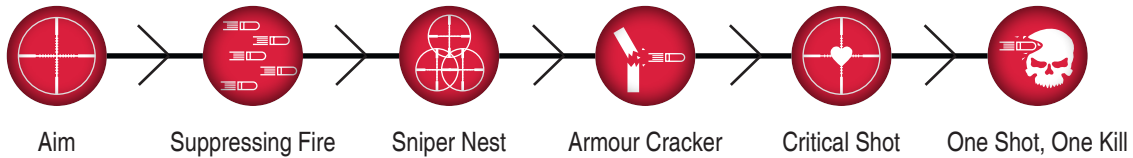
Prerequisite: Close Combat Shooter, Dual Pistol Mastery

The Hero flies into a whirling dance of death, striking out at surrounding enemies with two pistol weapons. The Hero rolls two Shooting Dice against every enemy in contact with him



SNIPER ARTIST

There is nothing more dangerous than this Hero with a rifle weapon. Skilled at hitting targets at great range, he is a superlative shot.



AIM

Type: Weapon

Use: Activate (Shoot)

Prerequisite: Shoot +1 or higher

The Hero carefully places each shot for maximum effect with a rifle weapon. This decreases his rate of fire, but grants a +1 bonus to Shoot, Damage and AP, as well as decreasing the dice roll needed to cause a critical hit (normally a 10) by one.



SUPPRESSING FIRE

Type: Weapon

Use: Activate (Shoot)

The Hero's shots hamper foes when using a rifle weapon. Each successful attack deals regular damage and also inflicts a -1 penalty to the target's Melee and Shoot scores until the end of its next Phase.



SNIPER NEST

Type: Weapon

Use: Activate (Shoot)

Taking best advantage of cover when using a rifle weapon, the Hero receives a bonus to defence but slows his rate of fire. He gains a +2 bonus to Armour until the start of his next Phase.



ARMOUR CRACKER

Type: Weapon

Use: Action (Shoot)

The Hero fires a shot with a rifle weapon designed to open up a weak spot in the target's armour. The attack deals normal damage if it hits and inflicts an additional -2 penalty on the target's Armour.



CRITICAL SHOT

Type: Weapon

Use: Activate (Shoot)

Prerequisite: Armour Cracker, Shoot +3 or higher

The Hero finds a chink in the target's defences when using a rifle weapon. The attack increases its AP by -2 and, if successful, will automatically be a critical hit.



ONE SHOT, ONE KILL

Type: Weapon

Use: Activate (Shoot)

Prerequisite: Critical Shot, Shoot +4 or higher

The Hero fires a deadly shot with a rifle weapon. If it hits, the attack will be an automatic critical hit that quadruples damage instead of doubling it.



TALENTS



TWIN SHOOTER

Some cheap punks carry two pistols into battle because they think it makes them look hard. This Hero is different – he actually knows how to use two pistol weapons at once.

Dual Shooter Dual Pistol Master Punisher



TALENTS

DUAL SHOOTER

Type: Weapon

Use: Passive

Prerequisite: Shoot +2 or higher

The Hero shoots with two pistol weapons simultaneously. The damage he deals gains a +1 bonus, but none of his attacks may be critical hits.



DUAL PISTOL MASTER

Type: Weapon

Use: Passive

The Hero has become proficient fighting with two pistols, and now gains an extra Shooting Dice with one pistol weapon while wielding another in his other hand.



PUNISHER

Type: Weapon

Use: Activate (Shoot)

The Hero makes multiple shots against a target when using two pistol weapons. If three or more attacks hit, one will be an automatic critical hit and the enemy must make two Will checks. If the first is failed, the enemy will suffer a -1 penalty to Melee and Armour for the rest of the battle. If the second is failed, the enemy will suffer a knockdown.



CROWD CONTROL

Large numbers of unruly citizens cause no fear in this judge, for he has long since become used to hauling in perps, regardless of how many stand against him.



Headbreaking Creep Management Multiple Arrest

HEADBREAKING

Type: Judge

Use: Action (Melee)

Prerequisite: Melee+2 or higher

A smart judge knows he can create a good impression on a whole gang by simply giving one of their leaders a decent pummelling. If a judge removes a Hero as a casualty in close combat, then he may make an immediate Arrest check against every Minion on the Hero's side who has Line of Sight to him. The judge makes one Will check which is matched against the separate Will checks of every target.



CREEP MANAGEMENT

Type: Judge

Use: Action (Special)

Some judges have a truly authoritarian manner, and citizens follow their natural instincts to obey their commands. A judge with this Talent rolls a dice and add its Will score. Every enemy Minion within 12" must also roll a dice and add its own Will score. All Minions that fail to roll higher than the judge will have their actions in their next Phase chosen by the judge's player. These actions must all be the same – so, the judge may order all the Minions to Move, for example, forcing them to take two Move actions next turn, or maybe two Special actions (perhaps having ordered them to 'freeze'). All Minions must take the same action and all actions they take must be of the same type. However, it is up to the Minions' own player how they go about the actions, and he is free to move or otherwise use them as he sees fit.



MULTIPLE ARREST

Type: Judge

Use: Action (Special)

The judge's authority is impressive and he is capable of forcing entire crowds to surrender. The judge may attempt to arrest any number of targets at once, so long as they are all within 12" and in Line of Sight. The judge makes one Will check which is matched against the separate Will checks of every target. All other rules for Arrest checks apply as normal.

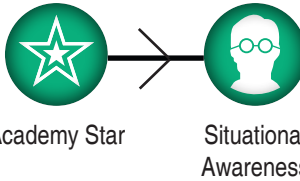


TALENTS



JUDICIAL PRODIGY

Some judges just seem born to the streets, and have an uncanny instinct or sixth sense when it comes to administering the Law.



ACADEMY STAR

Type: Judge

Use: Passive

This judge excelled at the Academy of Law, passing every test with flying colours through sheer dogged determination. The judge permanently gains +1 Will or +1 Hits.



SITUATIONAL AWARENESS

Type: Judge

Use: Action (Melee)

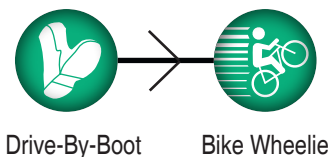
Prerequisite: Academy Star, Will +2 or higher

Among judges there are those who have an uncanny knack of being in the right place at the right time, doing the right thing. Once per game, the judge may go onto Alert Status after he has completed his actions, even if he has already performed actions.



LAWMASTER MASTERY

When riding a Lawmaster, the judge becomes one with his bike. He is just as effective on the bike as off, and can use it as a weapon in its own right.



DRIVE-BY BOOT

Type: Judge

Use: Action (Melee)

Judges often learn how to bring fleeing perp down with a well-placed boot or swung daystick from the back of a Lawmaster. If a judge is on a bike and has travelled at least 5" before he moves into contact with an enemy, then a Drive-by Boot can be executed with one of the judge's close combat weapons. This attack uses only a single Melee Dice but doubles any Damage caused with a +1 bonus to the judge's Melee score.



BIKE WHEELIE

Type: Judge

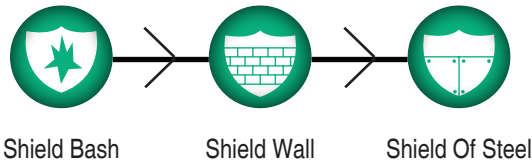
Use: Activate (Melee)

By gunning his engine, the judge rears his bike up and literally runs over his enemies at speed while using the bulk of his bike as a shield. If a judge is on a bike and has travelled at least 5" before he moves into contact with an enemy, then a Bike Wheelie can be executed. The judge only uses one Melee Dice, but uses his bike as a weapon. The bike itself will have a Damage score of 3 and AP -4. In addition, the judge gains a +2 bonus to his Armour until the start of his next Phase.



RIOT JUDGE

Trained extensively in crowd control tactics and unit actions, riot judges quickly learn to use their equipment to best effect. There is no better answer to a block war than a dozen good riot judges formed in line.



SHIELD BASH

Type: Judge

Use: Action (Melee)

Prerequisite: Must be a Riot Judge

The Hero shield-bashes a target. This deals damage as normal with a shield. In addition, the target must succeed at a Will check or suffer a knockdown.



SHIELD WALL

Type: Judge

Use: Activate

The Hero's shield becomes like a fortress, adding a +2 bonus to Armour, but at the cost of -1 damage on all attacks until the start of his next Phase. If at least one other Hero using this Talent is in base contact with the judge, they both receive an additional +1 bonus to their Armour.



SHIELD OF STEEL

Type: Judge

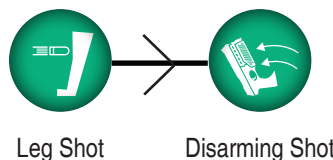
Use: Activate

The Hero's shield provides protection against shooting attacks. Until the end of the Hero's next Phase, he gains a +4 bonus to Armour against shooting attacks.



SHOOT TO WOUND

Shooting a fleeing perp in the back may be satisfying, but it is not justice. This judge always prefers to take criminals alive so they can better understand the weight of their crimes in an iso-cube.



LEG SHOT

Type: Judge

Use: Action (Shoot)

Prerequisite: Shoot +3 or higher

The judge lets fly with a shot, winging a target's leg. This Talent can only be used with the Standard Execution rounds of a Lawgiver, and only one Shooting Dice may be rolled. If the target is successfully hit, it will not lose any Hits but instead will not be able to perform any Move or Melee actions in its next Phase.

DISARMING SHOT

Type: Judge

Use: Activate (Shoot)

Snapping off a shot, the judge accurately targets his enemy's weapon, sending it spiralling away and out of reach. This Talent can only be used with the Standard Execution rounds of a Lawgiver, and only one Shooting Dice may be rolled. If the target is successfully hit, it will not lose any Hits but instead lose one weapon of the judge player's choice. This weapon may not be used for the rest of the battle and may only be recovered afterwards if the judges' opponent wins the battle.

TALENTS



PSI TALENTS

Psi Talents are very similar to other Talents, and are earned by experience in the same way. However, they may only be used by Heroes with Psi scores and each one will use Psi points.

Most Psi Talents have prerequisites listed. Your Hero must fulfil all of these prerequisites (either by attaining a certain level or already having a specific Talent) before he may select the Talent.

USING PSI TALENTS

A Psi Talent requires one or more Special actions to use, as detailed in its description. In addition, before a Psi Talent may be attempted, the Hero must deduct an amount of Psi in order to activate it. The amount of Psi required varies from Talent to Talent, and is also listed in its description.

RANGE AND LINE OF SIGHT

All Psi Talents have a maximum range and require Line of Sight to their targets, just like shooting attacks (see page 8). The range of a Psi Talent is noted in its description. If a Psi Talent uses a template, such as the Cone Template, then this will be noted in the Psi Talent's description instead.

Some Psi Talents only affect the Hero manifesting them. These Psi Talents have a range listed as User Only. A few Psi Talents have the capability of affecting the entire battle. Such Psi Talents have a range listed as Battlefield.

A Psi Talent may not be used if an enemy is in contact with the Hero.

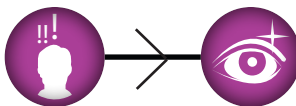
REGAINING PSI

You will soon find that your Heroes burn through their Psi at a very fast rate. Fortunately, there are ways of regaining Psi.

Certain items will allow a Hero to regain Psi. However, a Hero can always use a Special action to regain Psi. Every Special action used in this way will return one point of Psi.

PRE-COG

After telepaths, pre-cogs are amongst the most common types of psychics and, indeed, the Justice Department's Psi-Division works hard to constantly train new operatives as others retire or succumb to their visions. A pre-cog has the ability to literally see into both the past and the future.



Danger Sense

Foresight

DANGER SENSE

Special Actions: 1

Psi Cost: 1

Range: User Only

The Hero's senses are psychically enhanced, allowing him to sense danger before it arrives. He gains a +1 bonus to his Agility score until the start of his next Phase.



PSI TALENTS

DREDD

70

FORESIGHT

Special Actions: 1

Psi Cost: 3

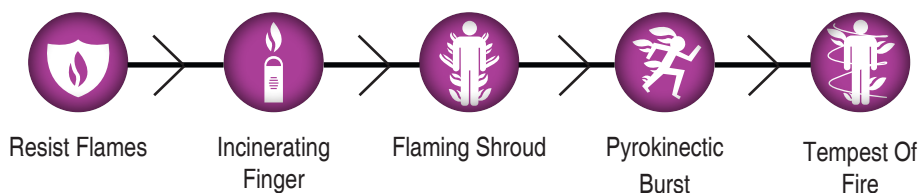
Range: User Only

The Hero sees danger before it happens. He gains a +2 bonus to his Agility and Armour scores for the rest of the battle.



PYROKINE

The pyrokinic is closely related to the telekinetic in mental ability, but instead of concentrating on mind over matter, he focuses on mind over energy. By agitating particles in any solid object, the pyrokinic can cause fire to spring up spontaneously.



RESIST FLAMES

Special Actions: 1

Psi Cost: 1

Range: User Only

The Hero bends fire around his body, tuning his physical form with the fire. For the rest of the battle, the Hero will lose one less Hit than normal whenever taking damage from fire-based attacks.



INCINERATING FINGER

Special Actions: 1

Psi Cost: 1

Range: 5"

The Hero extends his hand and a thin jet of flame shoot forward. The targeted enemy will automatically lose one Hit.



FLAMING SHROUD

Special Actions: 1

Psi Cost: 2

Range: Cone Template

The Hero's hands erupt with a cone of flame, inflicting damage on all targets in the area. Place the Cone Template in contact with the Hero. All models touched by the template will lose one Hit.



PYROKINETIC BURST

Special Actions: 1

Psi Cost: 4

Range: 15"

The Hero's hands erupt with an explosive ball of flame, blasting all targets in the area with fiery death. This is a normal shooting attack as detailed below. In addition, all targets must succeed in a Will check or suffer a knockdown.



Range	Shooting Dice	Damage	AP	Special Rules
15"	1D	2	-4	Explosive 3

PSI TALENTS



TEMPEST OF FIRE

Special Actions: 3

Psi Cost: 8

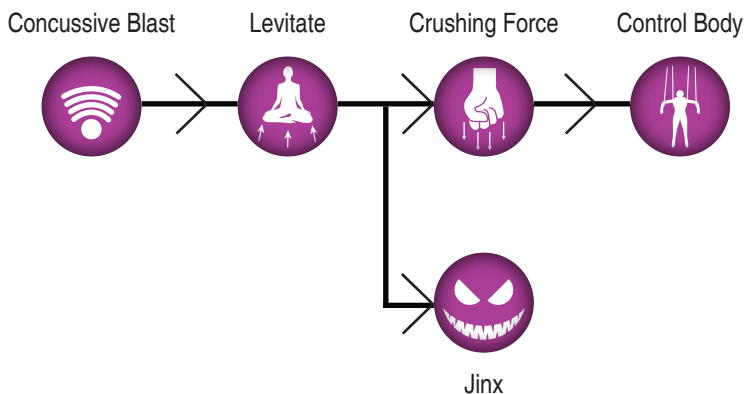
Range: 15"

The Hero summons a huge column of swirling flame. Place a marker on the table – this is the centre of the Tempest of Fire. All models within 4" of this marker immediately lose 1 Hit and will continue to lose another Hit at the start of every one of their Phases while they are still within 4" of the marker. At the start of every Turn, roll one dice. On a 9 or 10, the Tempest of Fire ends. Otherwise, keep the marker on the table, and nearby models will continue to lose Hits.



TELEKINETIC

Telekinetics are one of the rarest forms of psychics, as their field is one of immense will and dedication – a telekinetic has the ability of mind over matter, being able to move solid objects with thought alone.



CONCUSSIVE BLAST

Special Actions: 1

Psi Cost: 1

Range: 5"

The Hero creates an explosive clap of air that frays the nerves of everyone nearby. Every model within 5" of the Hero must make a Will check or suffer a -1 penalty to every dice they roll until the start of the next turn.



LEVITATE

Special Actions: 1

Psi Cost: 4

Range: User Only

The Hero uses his telekinetic powers to lift himself off the ground. So long as the Hero makes a Move or Melee action immediately after using this Talent, he may move up to 12" vertically (up or down) as well as his normal forward movement from the actions.



JINX

Special Actions: 1

Psi Cost: 4

Range: 15"

The Hero effectively curses an enemy, fouling his mental processes so every action attempted is flawed. The enemy must make an opposed Will check against the Hero. If the enemy fails, he will suffer a -2 penalty to both Shoot and Melee scores for the rest of the battle.



CRUSHING FORCE

Special Actions: 2
Psi Cost: 2
Prerequisite: Will +3 or more
Range: 10"

The Hero extends his telekinetic senses and tries to crush an enemy with the force of his mind. The Hero must select an enemy model within 10", and make an immediate opposed Will check with it. If the Hero is successful, the enemy loses 1 Hit and must make another opposed Will check. If this too is failed, the enemy loses another Hit and must make another opposed Will check, and so on, until the target is either dead or the Hero fails his opposed Will check.



CONTROL BODY

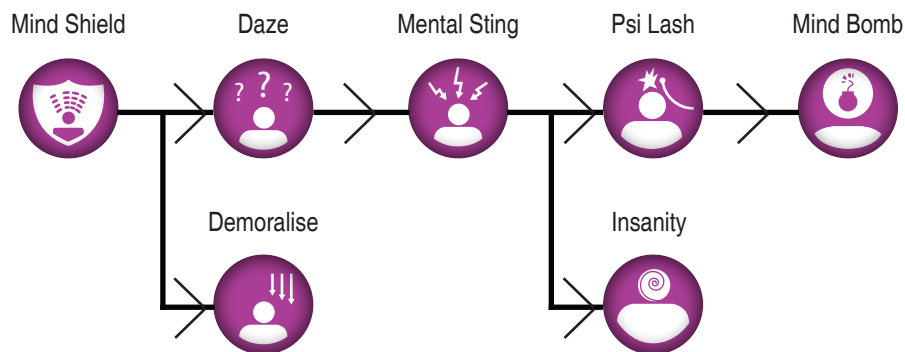
Special Actions: 2
Psi Cost: 8
Range: 20"

By taking control of an enemy's limbs and body, the Hero literally controls its actions. The Hero must select an enemy model within 20", and make an immediate opposed Will check with it. If the Hero succeeds, the opposing player still decides which actions the model will take, but the Hero's player will otherwise control the model, deciding where to move, who to shoot, and so on. The enemy model must succeed at an opposed Will at the start of its next Turn or it will still be under the control of the Hero's player, and will remain so until an opposed Will check is passed.



TELEPATH

The strength of the telepath is the ability to read, influence, control and dominate the mind of another. A skilled telepath is capable of controlling entire mobs of citizens with a simple thought, delving into the mind of a victim to uncover their deepest secrets or even altering the memories of another.



MIND SHIELD

Special Actions: 1
Psi Cost: 4
Range: User Only

The Hero builds a mental fortress, making himself impervious against any hostile Psi Talent. Whenever he is to be affected by an enemy Psi Talent, the Hero makes an opposed Will check against the enemy who used the Talent. If he fails, the Talent affects the Hero normally. If the Hero succeeds, he ignores all effects of the Talent. Mind Shield will not work against Psi Talents that are used as shooting weapons.



DAZE

Special Actions: 1
Psi Cost: 1
Range: 10"

The Hero pushes against the mind of an enemy to confuse him. The enemy must make an opposed Will check against the Hero. If the enemy fails, he will lose his next action.



PSI TALENTS



DEMORALISE

Special Actions: 1

Psi Cost: 2

Range: 10"

The Hero channels a wave of negative psychic energy, encouraging his enemies to give up. Every enemy within 10" must make an opposed Will check against the Hero. If any enemy fails, it will suffer a -1 penalty to its Will score for the rest of the battle.



MENTAL STING

Special Actions: 1

Psi Cost: 1

Range: 10"

The Hero sends a sharp psychic pulse towards an enemy. The enemy must make an opposed Will check against the Hero. If the enemy fails, he will lose a Hit.



PSI-LASH

Special Actions: 1

Psi Cost: 2

Range: 15"

The Hero attacks an enemy with a series of vicious psychic strikes. The enemy must make an opposed Will check against the Hero. If the enemy fails, he will lose 2 Hits.



INSANITY

Special Actions: 1

Psi Cost: 8

Range: 15"

The Hero blasts his enemy with psychic energy, driving them insane. The enemy must make an opposed Will check against the Hero. If the enemy fails, roll on the table below at the start of every one of its Phases for the rest of the battle.



Dice Roll	Action Taken
1	Wanders off – remove model as a casualty
2-6	Stand still – take no actions
7-9	Goes berserk – Melee towards nearest model, friend or foe!
10	Behave as normal

MIND BOMB

Special Actions: 2

Psi Cost: 8

Prerequisite: Will +6 or more

Range: 20"

The Hero attacks an enemy with a resonating psychic burst, producing devastating, if unpredictable results. The enemy must make an opposed Will check against the Hero. If the enemy fails, roll one dice. He will lose that many Hits.



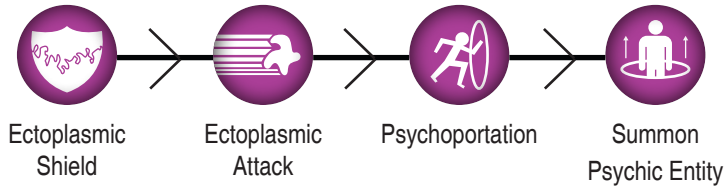
PSI TALENTS

DREDD

74

TRANS-DIME

The trans-dime is a strange psychic, one who is able to peer into the psi-flux itself and manipulate energies present in other worlds and other dimensions beyond normal human experience. This is an extremely dangerous field for a psychic to pursue for they are literally dabbling in arts man was not meant to know



ECTOPLASMIC SHIELD

Special Actions: 1

Psi Cost: 2

Range: User Only

The Hero cloaks himself with otherworldly material that resists attacks. For the rest of the battle, the Hero gains a +2 bonus to Armour.

ECTOPLASMIC ATTACK

Special Actions: 1

Psi Cost: 4

Range: 15"

The Hero moulds ectoplasm into a semi-solid projectile. This is a normal shooting attack, as detailed below.

Range	Shooting Dice	Damage	AP	Special Rules
15"	1D	2	-3	Power Shot

PSYCHOPORTATION

Special Actions: 2

Psi Cost: 8

Prerequisite: Ectoplasmic Attack, Will +7 or more

Range: Battlefield

Manipulating dimensions, the Hero is able to teleport himself anywhere on the battlefield in the blink of an eye. After the second Special action has been spent using this Psi Talent, immediately move the model to anywhere desired on the battlefield that is not in contact with an enemy model.

SUMMON PSYCHIC ENTITY

Special Actions: 3

Psi Cost: 8

Prerequisite: Psychoportation, Will +8 or more

Range: 5"

Breaking down the walls separating dimensions, the Hero brings a ravaging entity into this reality. Choose a psychic entity from pXX and immediately place it anywhere within 5" of the Hero. The Hero must then make an opposed Will check with the entity. If he succeeds, the entity is now under his control and is treated like any other model the same force. If he fails, the entity will pass to the control of the opposing player. A Hero may only summon one entity at a time.

PSI TALENTS



CAMPAIGNS

Once you have played a few battles with the Judge Dredd miniatures game, you might want to start thinking about running a campaign. A campaign is a series of interconnected games, involving two or more forces. Each game tells part of a story for the forces involved, and you can watch the individuals in your force become more experienced and better equipped as the campaign unfolds.

You can think of a campaign as a kind of extended comic strip, with each game being a weekly instalment into the lives and well being of your Mega-City One citizens. The campaign as a whole is a complete graphic novel!

Your campaign may be a simple struggle for supremacy between two forces, such as the local judges versus a street gang, or maybe two street gangs vying for domination of a single block. However, you can also make a campaign a huge, sprawling affair, perhaps basing it around a major event in Mega-City One's history (such as Necropolis or Judge Cal's reign of terror) with several different forces run by a group of players. You can chart the progress of your force while Mega-City One falls down around it!

PLAYING A CAMPAIGN

Once every player has a force ready for play, you must all agree on a Campaign Goal, the first force to achieve the goal being the winner of the campaign. A selection of possible Campaign Goals are listed below, but you are welcome to create your own. Indeed, there is no requirement for every force to have the same Campaign Goal – everyone could have their own unique path to victory!

- Each force must play a set amount of games, with the overall winner being the victor of the most scenarios.
- The first force to field a level 25 Hero is the winner.

Once the Campaign Goal has been decided, you are now free to start! Follow these steps.

1. CHALLENGES

Each player involved in the campaign should roll a dice, re-rolling any ties. Anyone who won their last battle should add 2 to this dice roll.

The highest rolling player must then choose a scenario to play and challenge another player to fight.

The next highest rolling player who has not been challenged then makes a challenge of his own and so on, until every player has a game arranged.

If there are an odd number of players involved in the campaign, the last player is free to either challenge another player for a second game in this round, or join forces with another player in a game that has already been arranged.

2. Fighting Battles

Once two players have a game arranged, it is time to prepare their forces.

The player who made the challenge is the Attacker, if the scenario requires one.

The Credit value of the scenario is set by the player who has the greatest number of Credits spent on his force. If the opposing player has less Credits spent on his force, he may freely add models from his Mercenary List until the Credit value of his force is equal to that of his opponent – he may not use mercenaries to take a force of greater value than that of his opponent.

Once the two forces are ready, consult the scenario for set up conditions, and then fight!

3. Calculate Victories, Update Rosters

Once every game has been played, players should determine who has won their scenarios and check to see if the Campaign Goals have been reached.

After that, Force Rosters should be updated with any deaths and injuries (see below), and with Experience Points (see page 48). Heroes may go up levels and, eventually, Minions may become Heroes.

You will gain an amount of Credits after each game, equal to 40% the total value of the largest force involved in the battle. These Credits may be spent within your force list immediately, adding new models or upgrading existing ones.

That done, go back to the first step and start arranging games again, until you find a winner of the entire campaign!

INJURIES

In the normal course of games, when a model is reduced to 0 Hits, it is removed from the table as a casualty. However, a shot or blow that takes a model out of a fight does not necessarily mean the model is dead – it may have suffered a serious and debilitating injury, or may have just suffered a scratch and kept his head down during the rest of the fight (the coward!).

When a model is reduced to 0 Hits, consult the table below after the game has been played to see what really happened to him.

Roll a dice and add the Damage score of the weapon that reduced the model to 0 hits.

Dice Roll	Wound Sustained
5 or less	Scratch
6–8	Injured
9–10	Crippled
11	Torn Apart
12 or more	Dead

Scratch: The model has suffered a nasty wound and is knocked unconscious. However, the model recover quickly and be ready to take his place in the next fight in the campaign.

Injured: The model has suffered a serious injury. Though the model will recover quickly enough to take part in the next campaign game, it will always suffer from this brush with death. Roll on the Injury Location Table below and apply the effects permanently to the model's characteristics.

Crippled: The model has suffered a permanent and debilitating injury. The model will miss the next campaign game as it recovers and must roll on the Injury Location Table below, applying the effects permanently to its characteristics.

Torn Apart: A body part has been literally torn or cut off! The model will miss the next two campaign games. Roll on the Injury Location Table and apply the effects permanently to the model's characteristics. Players should feel free to convert their model's appearance to reflect such an injury, as this injury cannot be healed in any way.

Dead: The model has bought the farm, been exterminated, is seriously pushing up daisies. He's dead, Jim. Remove him from the Force Roster permanently.

INJURY LOCATION TABLE

Dice Roll	Location	Injured	Crippled	Torn Apart
1	Head	-1 Shoot	-1 Shoot, -1 Will, -1 Psi	Dead
2–4	Arm (1–5 left, 6–10 right)	-1 Agility	-1 Agility, -1 Melee Dice (minimum 1D), may not use Two-handed weapons	-1 Agility, -1 Melee Dice (minimum 1D), may not use Two-handed weapons
5–8	Body	-1 Agility, -1 Melee	-1 Hits (min. 1)	Dead
9–10	Leg (1–5 left, 6–10 right)	-1 Move	-1 Move, -1 Agility	-3 Move, -1 Agility, -1 Melee Dice (minimum 1D)

CYBERNETICS

The characteristic losses from injuries to arms and legs may be negated by simple bionic limbs, or by any other replacement limb (see pXX for more details on cybernetics).

INJURED MINIONS

Minions do not roll on the Injury Table when they are removed as casualties. Instead, roll one dice for each minion that has become a casualty. Add +2 if the minion was removed because it failed a Will to Fight check.

On a 4 or more, they are returned to the force with no ill effects. On a 3 or less, they are dead, have been arrested, have run away, or have otherwise failed to return to the force. They are removed from the force permanently.

SCENARIOS

The following scenarios may be used in both one-off games or be chosen by players engaged in a campaign.

TERRAIN IN MEGA-CITY ONE

Battles in the universe of Judge Dredd can take place in almost any environment you can think of. The streets of Mega-City One, with blocks, ground cars, holding posts and kneepad stores are an obvious choice, but consider using some of the following as a change of pace from time to time.

- An abandoned sector of the city, filled with ruins and rad pools (definitely Dangerous Terrain!).
- A huge wooded park, complete with streams and gazebos, inside a residential block.
- The irradiated desert of the Cursed Earth.
- The ruined Undercity, complete with dilapidated 20th and 21st Century buildings.
- The streets of a different Mega-City, such as Brit-Cit or Hondo-Cit – just for a change!
- The surface of the Moon.
- Or the surface of an alien world, where you can really let your imagination run.
- The deck of a huge transport or pirate ship crossing the Black Atlantic.
- Within the corridors and rooms of a residential block or Justice Department facility.
- A primitive fort in the middle of the Cursed Earth.
- One of Mega-City One's many spaceports.

CAMPAIGNS



SCENARIOS

STREET RUMBLE

When two rival forces meet, it never takes much to get them reaching for weapons. This is a street rumble, a show of arms and aggression to demonstrate which force has the right to rule any given street, block or facility, be it a street gang, mobsters or the Law.

FORCES

Both players have equal forces in this battle, and neither player is considered to be the attacker.

SET UP

Both players roll a dice, the lowest deploying all their models first. The highest rolling player deploys all his models second. Both players may set up no further than 10" from their table edge.

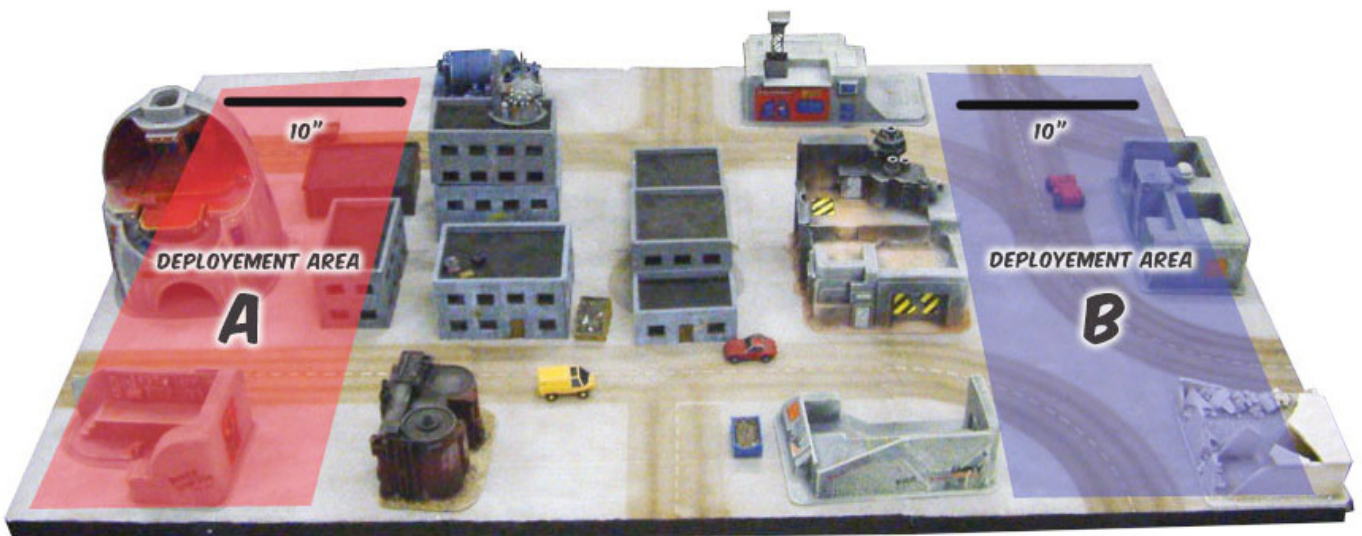
Both players roll a dice. The player who rolls the highest takes the first Phase of the game.

SPECIAL RULES

None.

VICTORY CONDITIONS

The fight continues until all the models in one of the forces have been removed from the table, either through injury or failure of Will to Fight. The remaining force is the victor.



THE MALL

Whether it is a shopping mall in a cityblock or a tweenblock plaza, there are many public areas in Mega-City One where rival gangs may meet, quite accidentally. They may be on their way to collect protection money from a local business or may simply be travelling to the nearest Palais-de-Boing™ when they run into their rivals travelling in the opposite direction. In such cases, gangs may be reluctant to start a shoot out when they are so unprepared but, as always, few criminals can restrain their insults when another gang is around and just a few poorly chosen words can start a firefight.

SET-UP

Both players roll a dice. The player who rolls the highest may choose which table edge he will start on. His opponent starts on the opposite edge.

The player who chose which table edge to set up from places one model from his gang first. He may freely choose which model this is and place it anywhere on the table, so long as it is more than 15" from his table edge. The other player then places one model from his gang, again more than 15" from his table edge but also more than 10" away from the enemy model already on the table.

Both players roll a dice. The player who rolls the highest takes the first turn of the game. During each turn, players may either move the models already on the table, or may bring one new model on to their table edge, immediately taking its actions.

VICTORY CONDITIONS

The aim of each player is to move all his models off his opponent's table edge. The first to do so will be the victor. In the (very likely) event that a fight breaks out, the fight will continue until all the models in one of the gangs have been removed from the table, either through injury or failure of Will to Fight checks. The remaining gang in this case is the victor.

SPECIAL RULES

Whenever a model is about to take an action when an enemy model is within range of its weapon and a clear line of sight can be established, or when an enemy model is close enough to be engaged in close combat with a single charge action, it must make a Will check as a cutting insult is hurled its way. If this check is failed, the model loses its cool and immediately attacks the enemy, either with a shooting or close combat attack, as appropriate.



TURF GRAB

Street gangs can sometimes become victims of their own success. After dominating the area for a while, they may find their territory has expanded beyond all control and gang members are thinly stretched trying to manage all of them. Rival gang leaders pay keen attention to this and will often try to invade poorly managed territory (whilst the Judges might try to reclaim the streets to enforce the Law), grabbing it for themselves unless the 'owning' gang shows up to fight for control.

SET-UP

The player who was challenged may choose which table edge he will start on. His opponent starts on the opposite edge.

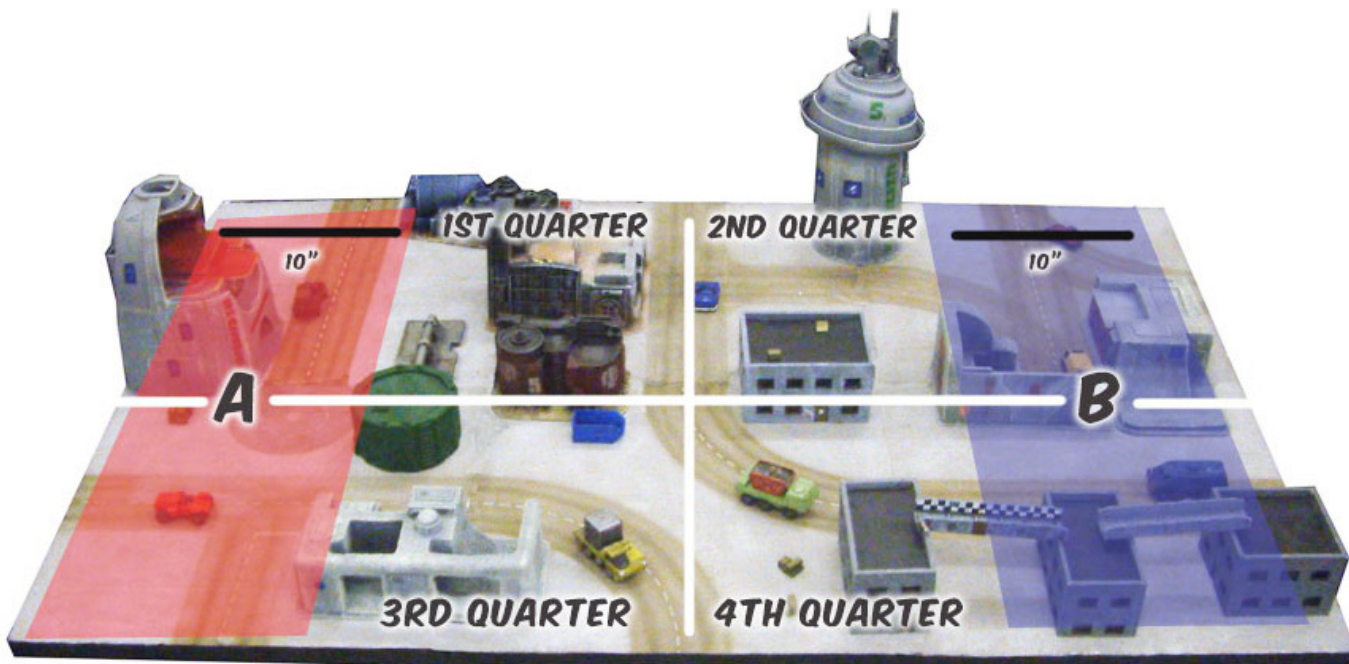
The player who made the challenge places all the models in his gang first. He may place them anywhere up to 10" away from his table edge. The other player then places all the models in his gang on the table, again within 10" of his table edge.

Both players roll a dice. The player who rolls the highest takes the first turn of the game.

VICTORY CONDITIONS

There are two ways to win a Turf Grab. The first is to divide the playing area up into four quarters (which will normally be 12" by 12" in size). A gang will win the Turf Grab by having models in at least three of the quarters, so long as each quarter does not have any enemy models within it. As soon as a gang achieves this, it is assumed to have demonstrated that it has complete control of the turf, forcing its rival to withdraw.

If neither gang manages to control three quarters in this way, the fight continues until all the models in one of the gangs have been removed from the table, either through injury or failure of Will to Fight checks.



RAID

Whether part of an initiation process or simply on his own initiative, sometimes a daring gang member may sneak into a rival's stronghold and steal everything he can lay his hands on while Judges will often instigate investigations but upon uncovering key evidence may have to pull back until back up arrives. Such activity rarely goes unnoticed for long, and the lone punk will have to run for his life as the enemy gang gives pursuit, hoping his allies will reach him in time to save him from a painful retribution.

SET-UP

Both players roll a dice. The player who rolls the highest may choose which table edge he will start on. His opponent starts on the opposite edge.

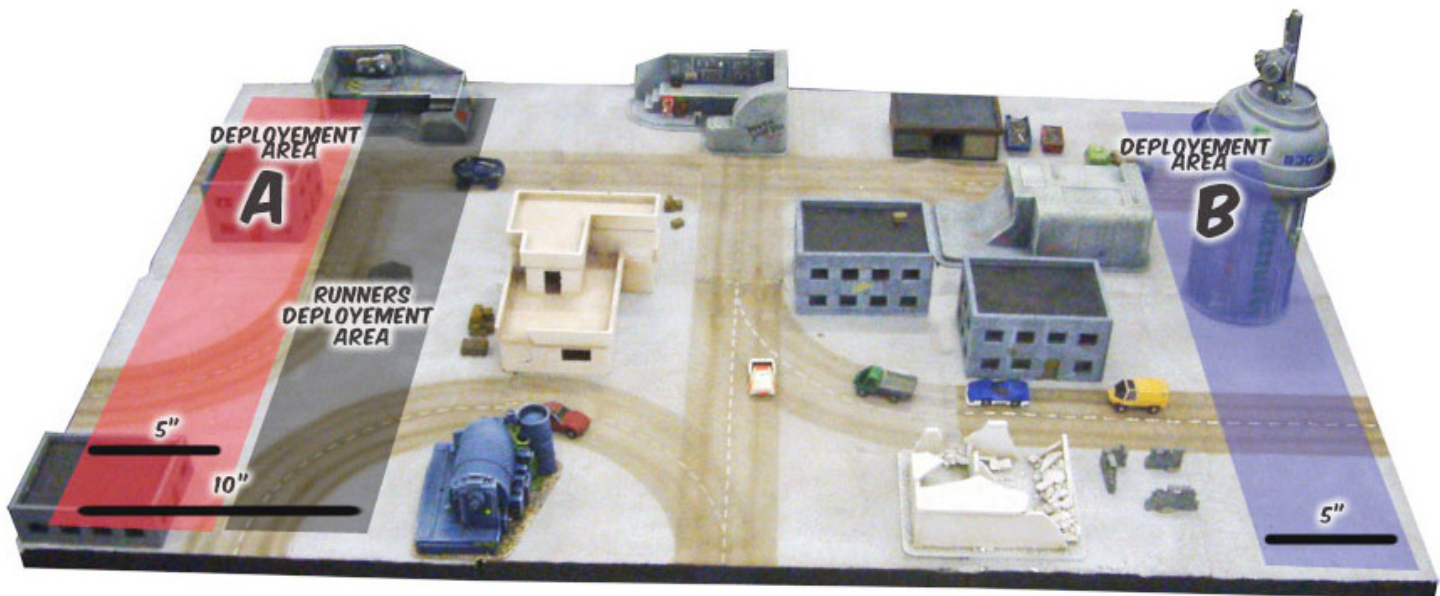
The challenging player chooses a single model from his gang and places it on the table, no further than 10" away from his opponent's table edge. This is the model who has performed the daring raid and is now running for his life with the stolen stash.

The challenged player then places his entire gang on the table, no more than 5" away from his table edge. Finally, the challenging player places the remainder of his gang, again no more than 5" away from his table edge.

The challenging player goes first.

VICTORY CONDITIONS

The fight continues until the single model who made the raid either exits from his table edge or is removed from play.



DEMOLITION!

Some heroes prefer cunning tactics, sneaking into an enemy's stronghold and stealing valuable credits or making grabs for unguarded turf. Other prefer the direct approach. Buying or stealing a large quantity of high explosives, the leader sends his gang into an enemy territory with the aim of destroying a key building. The enemy gang must rush to the area and try to prevent its destruction.

SET-UP

Both players roll a dice. The player who rolls the highest may choose which table edge he will start on. His opponent starts on the opposite edge. An objective of at least 2" by 2" in size is placed in the middle of the table. This should represent something substantial such as a power generator or pillar support for a massive building.

The player who chose which table edge to set up from places all the models in his gang first. He may place them anywhere up to 15" away from his table edge. The other player then places all the models in his gang on the table, again within 15" of his table edge.

The challenging player takes the first turn of the game.

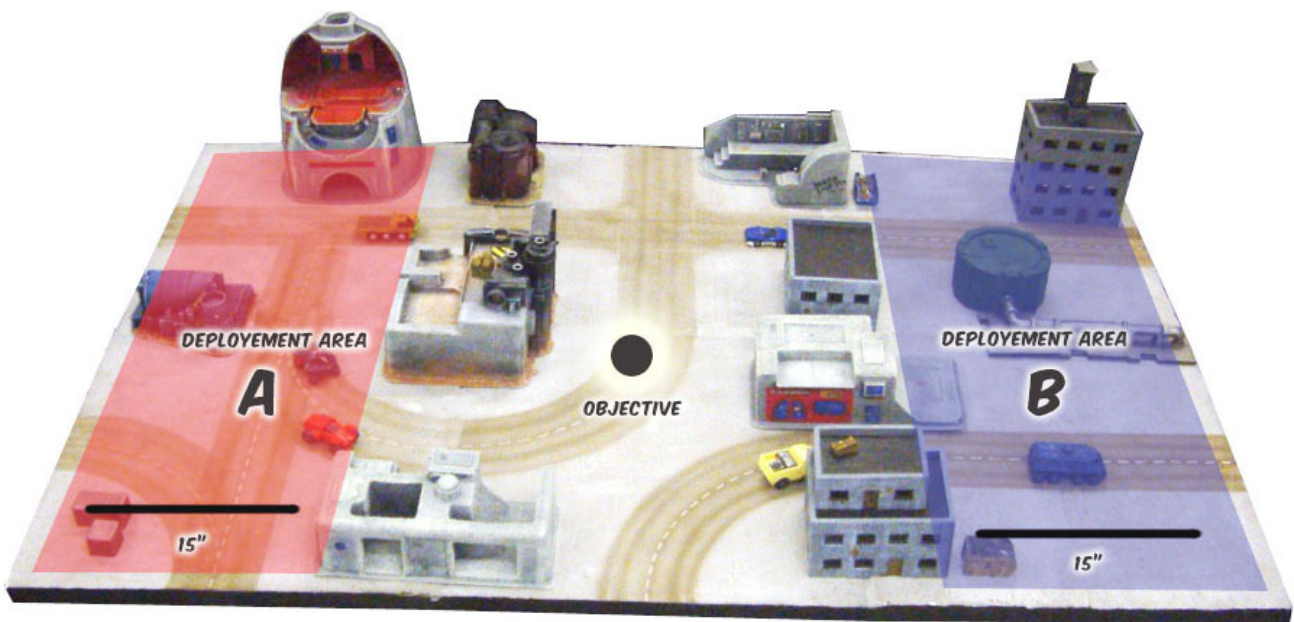
VICTORY CONDITIONS

There are two ways to win a Demolition!. The first is for the challenging player to destroy the objective in the middle of the table, as described under the special rules.

If the challenging gang does not succeed in destroying the objective, the fight continues until all the models in one of the gangs have been removed from the table, either through injury or failure of Will to Fight checks.

SPECIAL RULES

It is assumed that every model in the challenging gang is carrying high explosive devices. In order to destroy the objective, a model must move into base contact with the objective and spend eight ready actions arming the explosives. These ready actions need not be taken consecutively and the model is permitted to perform other actions while setting up the explosives. If the model is removed from the table or leaves the objective, keep track of how many ready actions he spent arming the explosives. Another model is free to move into base contact and continue the task until a total of eight ready actions have been spent.



GETTING WHACKED

Someone on the opposing force has been getting too big for their boots and has started causing too much trouble. Their enemies have mobilised against them, determined to remove this person from the streets of Mega-City One permanently.

FORCES

Both forces have equal points in this battle. Both players roll a dice – the player with the highest scoring roll is the attacker.

SET UP

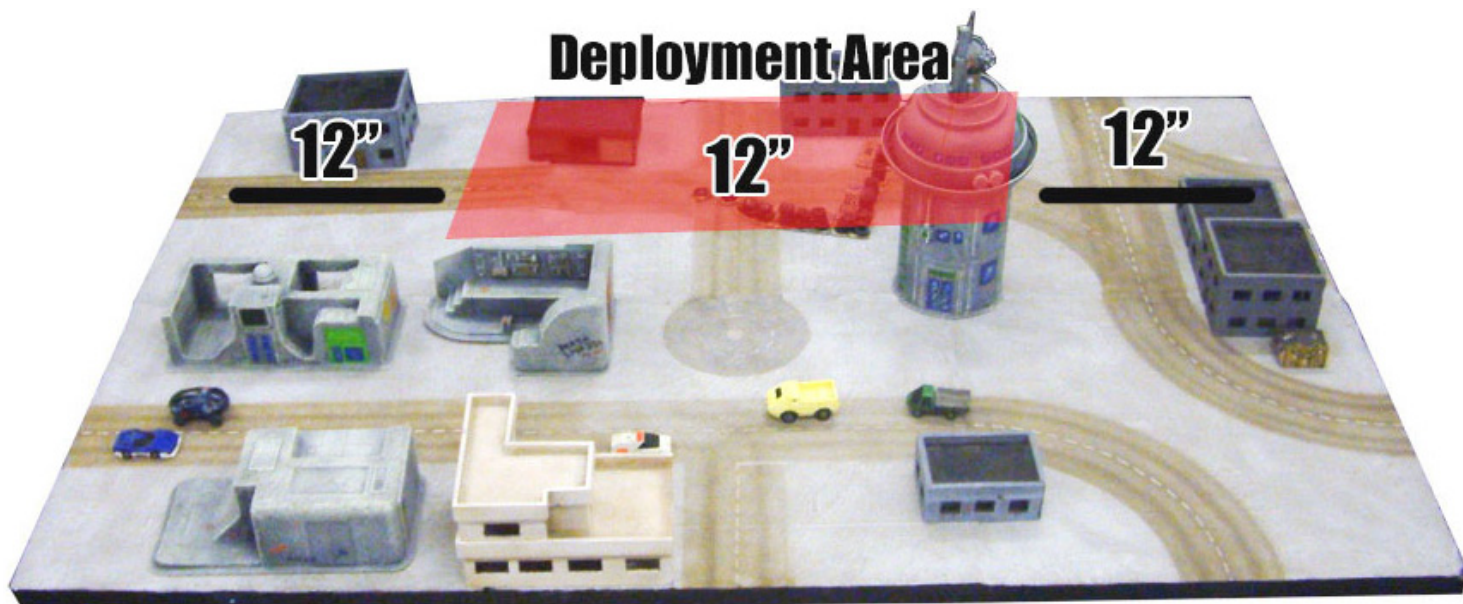
The defender deploys all their models first. The attacker has the first Phase of the game and moves all his models on from his table edge in the first turn.

SPECIAL RULES

None.

VICTORY CONDITIONS

The fight continues until either the Hero with the most Experience Points in the defender's force is removed as a casualty (if there are two or more Heroes with equally highest totals, then both must be removed!) then the attacker wins. If the defender can destroy the attacking force or make it withdraw before this happens, then the defender wins.



MERCENARIES

Mercenaries are most commonly used by a force when facing a stronger enemy. While mercenaries will allow players to always fight on an even scale, they are expensive to use and will always leave your force after their work is done.

Some mercenaries are no better than common grunts, but can be used in vast numbers, while others are great heroes or celebrities, known across Mega-City One and beyond. They are also a good way of gaining models that are not normally accessible in a force list.

USING MERCENARIES

Whenever a player finds he is facing a force of greater points value in a campaign, he may use any number of mercenaries to bring his force into balance. He may add as many mercenaries as he likes from his force list, but his total force points value may not exceed that of his opponent.

Once a battle has been fought with Mercenaries, they are removed from the force immediately – they never gain Experience Points.

If you use any Mercenaries in your force, the amount of Credits you receive from the battle will have the credit values of all serving mercenaries deducted from it.

You are never required to use Mercenaries, even if you are at a great points deficit with your opponent. In fact, such a one-sided battle may become one of the best games you have ever played!



Mercenaries come in all shapes and sizes...

ASSASSIN

Beyond the common street punk, there are many perps who specialise in particular areas of crime. The assassin is typically a loner, a highly paid murderer who commands outrageous fees for the promise of permanently silencing an enemy. Assassins favour many different methods of killing, but highly trained marksmen are most common, able to put a laser beam into the skull of a target at a huge distance.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Assassin	5"	+0	+2	+0	2D	+0	+0	2

Class: Level 1 Hero

Talents: Aim, Stealthy

Equipment: Laser rifle, rifle scope, spit pistol.

AGENT

Whether employed by foreign governments, megacorporations or wealthy criminal organisations, agents are highly motivated individuals, exceptionally well-trained, who will stop at nothing to complete their contracts. Be it assassination, sabotage or espionage, there is no one better than a good agent.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Agent	5"	+2	+3	+3	3D	+2	+8	11

Class: Level 10 Hero

Talents: Accurate, Agile, Brave, Crackshot, Infiltrator, Light Foot, Silent Action, Silent Killer, Stealthy, The Shadow, Quick Dodge

Equipment: Energy shield, knife, handgun

BAT BURGLAR

Batting is a popular, if somewhat restricted, activity in Mega-City One. Around blocks where it is permitted, citizens can be seen soaring the heights with rocket-assisted bat wings. Enterprising thieves have taken this hobby to heart, allowing them access to apartments on the highest block levels to steal in through the exterior windows, which rarely have the same level of security as the block's interior.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Bat Burglar	5"	+1	+0	-1	2D	+0	+0	1

Class: Minion

Equipment: Bat glider, handgun.

CADET JUDGE

Though spending most of their time concealed within the Academy of Law, cadets are occasionally allowed into the city, under the strict watch of a judge. Though barely in their teens, a well-trained cadet has been the ultimate nemesis for more than one perp.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Cadet Judge	5"	+1	+0	+0	2D	+0	+5	1

Class: Minion

Equipment: Boot knife, day stick, Lawgiver, standard issue armour, Stumm gas grenades.

155 CREDITS



410 CREDITS



80 CREDITS



75 CREDITS



MERCENARIES



CHIMP

Chimps form good all-rounders within an ape gang, able to take on most tasks with success.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Chimp	6"	+1	+0	+0	2D	+0	+0	1

Class: Minion

Equipment: Spit pistol

Swinging Apes: Chimps are very agile, and can scale sheer surfaces or swing across wide gaps with ease. He can treat any sheer surface as clear terrain, so long as he begins and ends it Phase on a flat surface, and can move across any open gap up to its Move without making an Agility check.

45 CREDITS



COMBAT DROID

Used by the Justice Department and corporations with a licence to deploy lethal security, combat droids are the soldiers of the robot world. Equipped with heavy armour and powerful weapons, they are powerful enemies.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Combat Droid	4"	+0	+2	+1	2D	-	+7	3

Class: Minion

Equipment: Laser rifle

Always Alert - A combat droid has lightning fast reflexes and is always considered to be on Alert Status.

Robotic - The combat droid is immune to Gas weapons.

265 CREDITS



DESPERADO

Those trapped in the depths of the Cursed Earth lead a hellish existence, forced to fight every day for their own survival. Many band together in small townships or nomadic gangs, roving the wasteland in search of vital resources that will allow them to survive another day. Be it food, water or technology, they rarely have any qualms about killing those who stand in their way.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Desperado	5"	+0	+2	+2	2D	+1	+0	2

Class: Level 1 Hero

Talents: Brave, Stealthy

Equipment: Axe, hand bombs, stump gun.

125 CREDITS



FATTIE

Eating has become not just a past time but a sport in Mega-City One, with food contests common throughout every sector. Fatties, despite their one ton appearance, are highly trained individuals, dedicated to consuming as much as they can, and growing as large as they can.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Fattie	3"	-2	-1	+4	1D	+0	+0	6

Class: Minion

Equipment: Handgun.

Belliwheel: Once a Fattie gets going, there is little that can stop him. If a Fattie takes two consecutive Move or Melee actions in the same turn, the second Move or Melee action *must* be made in a completely straight line, but he will move an *additional* D10+2". In addition, the Fattie's close combat attacks will ignore all Armour and have a Damage score equal to the Fattie's remaining Hits. Fatties may only move in clear terrain.

GORILLA GANGSTER

Having worked his way up through the ranks of an ape gang, the Gorilla Gangster has gone freelance, and now hires his considerable skills (and muscle) to the highest bidder.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Gorilla	5"	+1	+1	+1	3D	+1	+0	3

Class: Level 2 Hero

Talents: Accurate, Agile

Equipment: Spit Gun

Swinging Apes: The Gorilla Gangster is very agile, and can scale sheer surfaces or swing across wide gaps with ease. He can treat any sheer surface as clear terrain, so long as he begins and ends it Phase on a flat surface, and can move across any open gap up to his Move without making an Agility check.

HOLOCAUST JUDGE

The Holocaust Judge is deployed only in the most exceptional circumstances. Highly trained, highly experienced, and equipped with the best armour the Justice Department can devise, he is sent into the most dangerous of situations and expected to lay down his life for Mega-City One if required.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Senior Judge	5"	+3	+4	+3	4D	+2	+8	10

Class: Level 8 Hero

Talents: Academy Star, Accurate, Agile, Brave, Crackshot, Creep Management, Headbreaking, Leg Shot, Situational Awareness,

Equipment: Holocaust Suit HS/1, Lawgiver.

OPTIONS

- Swap Lawgiver for Widowmaker for +50 Credits
- Swap all equipment for Holocaust Suit HS/2 for +250 Credits

60 CREDITS



175 CREDITS



500 CREDITS



MERCENARIES



JUDGE DREDD

He is the Law, and you better believe it, creep! Judge Joe Dredd has saved Mega-City One more times than anyone can remember. He has always said his place is on the streets and has always avoided positions of command. Nonetheless, he is considered the most senior of street judges, and even the Chief Judge pays attention when he speaks.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Judge Dredd	5"	+2	+4	+4	4D	+4	+5	22

Class: Level 20 Hero

Talents: Academy Star, Accurate, Agile, Bike Wheelie, Brave, Close Combat Shooter, Crackshot, Crippling Fire, Die Hard, Die Harder, Disarming Shot, Drive-by Boot, Dual Shooter, Inspire, Leg Shot, Luck of Grud x 2, Martial Artist, Nerves of Steel, Rapid Fire, Situational Awareness

Equipment: Boot knife, day stick, Lawgiver, standard issue armour, Stumm gas grenades.

Unique: There is only one Judge Dredd, and you cannot take more than one!

OPTIONS

- Ride a Lawmaster for +100 Credits

625 CREDITS



JUDGE-INSPECTOR INABA

A female judge from a city that ignores women, Aiko Inaba has proved herself the equal of any other in Hondo City. Recently accepted into the ranks as a Judge-Inspector, Inaba has already hit the Yakuza crime syndicates hard, and has travelled to Mega-City One to hunt down their international contacts.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Judge-Inspector Inaba	5"	+2	+1	+3	3D	+1	+5	6

Class Level 4 Hero

Talents: Agile, Black Belt Martial Artist, Headbreaking, Parry, Martial Artist,

Equipment: Laser-shuriken launcher, standard issue armour, Tendo staff

	Range	Shooting Dice	Damage	AP	Special Rules
Laser-shuriken Launcher	12"	3D	1	-5	Blast
Tendo Staff	-	-	1	0	Parry, Smasher

OPTIONS

- Equip a Katana for +50 Credits

260 CREDITS



JUVE

The life of a typical juve is one of depression and boredom. All education prepares them for a life of doing nothing, with the expectation that they will never be employed, and it is small wonder so many fall into criminal gangs. In a juve gang, they will engage in continuous acts of petty crime, gradually escalating in severity as their boredom threshold gets ever narrower. Generally not too smart, most juves end up serving time in the juve-cubes, with many going on to be imprisoned in iso-cubes as they get older.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Juve	5"	+1	-1	-1	2D	+0	+0	1

Class: Minion

Equipment: Knife, zip gun.

JUVE JIMP

Judge impersonators are rare in Mega-City One, as the penalties for being caught (and they always are) are severe. However, juves are not prone to caring about legalities and while not completely convincing, particularly strong-willed juve can sometimes pull off the manner of a judge long enough to cause doubt.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Juve Jimp	5"	+1	+0	-1	2D	+1	+4	2

Class: Level 1 Hero

Talents: Brave, Luck of Grud

Equipment: Knife, handgun, pad armour

Halt, Lawbreaker! - The Juve Jimp can try to arrest enemies, driving them out of the battle (at least, for long enough for the battle to be won). The Juve Jimp can use the Arrest rules but, unlike judges, is not required to!

KLEGG

From a race of alien mercenaries, the Klegg looks like a giant walking crocodile. Truly cruel, the Klegg is a powerful ally if well paid – in fresh meat...

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Klegg	6"	-1	+1	+2	3D	+1	+5	4

Class: Minion

Equipment: Heavy spit gun, shell jacket

BITE

	Damage	AP	Special Rules
Klegg Bite	2	-2	-

"Give me Meeeeeat!" - The Klegg takes meat in payment for his services, and will not accept any substitute. If you cause an enemy minion to be removed as a casualty and win the battle, then your opponent will lose that minion permanently as the Klegg eats him! If no enemy minion is removed or you do not win the battle, you will automatically lose one of your minions.

25 CREDITS



90 CREDITS



190 CREDITS



MERCENARIES



KLEGGHOUND

100 CREDITS

Wherever Kleggs group together, you can be sure their vicious Klegghounds will never be far away. Gifted with an incredible sense of taste that allows them to track targets for miles through the city, Klegghounds are adept at bringing down any prey.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Klegghound	8"	+0	-	+2	4D	+2	+3	3

Class Minion

BITE

	Damage	AP	Special Rules
Klegghound Bite	2	-2	-

Klegg Master - A Klegghound may only be taken if a Klegg is already in your force (either as a mercenary or permanent member). The Klegghound may never move more than 12" away a Klegg and if it finds itself further away, it may only make Move actions until it is within 12" again.

Sense of Taste - Few can hide from a hunting Klegghound. The Klegghound will negate all Stealth Talents on the opposing force with the exception of Master Stealth.

MED-JUDGE

Tasked with keeping Mega-City One safe from virulent diseases and plagues, med-judges can also be found on the frontline of the streets, ensuring the safety of other judges when under fire. The presence of a med-judge at a block war or other scene of mass violence can make the difference between a full roster at the sector house or a lot of dead judges.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Med-Judge	5"	+1	+2	+1	3D	+1	+5	2

Class: Level 1 Hero

Talents: Agile, Medic

Equipment: Boot knife, Lawgiver, medikit, standard issue armour.

150 CREDITS



MUTANT

Deep within the Cursed Earth, mutants form gangs with desperadoes, ruthlessly preying upon each other and any Norm who has the misfortune to cross their path. Some of these gangs band together to form small towns, though such places are normally rife with crime and extremely dangerous to outsiders.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Mutant	5"	+0	+1	+1	2D	+1	+5	1

Class: Minion

Equipment: Stump gun.

45 CREDITS



Mutations: Most mutants are painfully disfigured but their mutations have no effect on the game, being purely cosmetic. However, you can choose to have a more powerful mutation that does affect the model. You can do this by purchasing a mutation as an option below, but the mutation should in some way be apparent on the model. For example, if you choose to have increased Hits, then the model should be somewhat larger than normal, while an Armoured model should have scales or horny plates across its body. However, your own imagination is the limit here when creating mutants!

Options

- May have up to two mutations chosen from the table below. No mutation may be chosen more than once.

Characteristic Affected	+5 Points	+10 Points	+20 Points
Move	+1"	+2"	
Agility	+1	+2	
Shoot	+1	+2	
Melee	+1	+2	
Melee Dice		+1D	+2D
Will	+1	+2	
Armour	+1	+2	+3
Hits		+1	+2

PUNK

The majority of street gangs in Mega-City One are filled with cheap punks, petty criminals on the lookout for the one big score that will see them set up for life. The average punk is selfish, mean and violent, though they often have some loyalty to the gang they have pledged themselves to.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Punk	5"	+0	+0	+0	2D	+0	+4	1

Class: Minion

Equipment: Handgun, knife, pad armour.

PYROKINETIC

Having spent most of her life hiding from the Justice Department's Psi-Div, the Pyrokinetic nevertheless has powerful abilities at her command, and has learned how to survive. On the streets of Mega-City One these abilities command a high value.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Psi	Armour	Hits
Pyrokinetic	5"	+1	+0	+0	2D	+7	15	+0	8

Class: Level 7 Hero

Talents: Concentrated Mind, Flaming Shroud, Incinerating Finger, Pyrokinetic Burst, Resist Flames, Silent Action, Stealthy, The Power Within

Equipment: Knife.

RIOT JUDGE

The most hardened street judges are often assigned to riot duty. Equipped with strengthened armour, shields and riot foam, a squad of riot judges are fully capable of facing down the rampaging inhabitants of a small block without support.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Riot Judge	5"	+1	+2	+2	4D	+1	+7	4

Class: Level 3 Hero

Talents: Close Combat Shooter, Headbreaking, Shield Bash, Shield Wall

Equipment: Boot knife, day stick, Lawgiver, riot foam, Riot armour, Stumm gas grenades.

OPTIONS

- Swap riot foam for riot shield for +0 Credits

40 CREDITS



225 CREDITS



240 CREDITS



MERCENARIES



ROBODOC

A staple of the hospitals in Mega-City One, a Robodoc can be worth its weight in Umpty Candy to a gang who finds it has injured members but cannot go to official medical facilities.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Robodoc	4"	+0	-	-2	1D	+0	+3	1

Class: Minion

Equipment: Medi-kit

Mechanised Healer - If a Robodoc is present during a battle, it can get to injured allies in the aftermath, quickly enough to perform emergency procedures. If the Robodoc is not a casualty at the end of a battle, pick one casualty and roll a dice. On a 3 or more, the model need not roll on the Injury Table and will return to the force unharmed. The Robodoc may administer to other injured members after this, but there will be a cumulative -2 penalty on the dice roll for every further attempt.

Buy, not Lease - Many gang leaders become suitably impressed with a Robodoc they have hired and make moves to purchase it, whether through legal channels or not. After a Robodoc has been used as a mercenary, you may choose to buy it permanently for an additional 250 Credits.

Robotic - The robodoc is immune to Gas weapons.

ROBODOG

Man's best friend can become his worst enemy when he attacks a robodog owner. Designed as pets and companions, their robotic nature also makes them superb bodyguards.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Robodog	6"	+0	-	+2	3D	+2	+7	2

Class: Minion

BITE

	Damage	AP	Special Rules
Robodog Bite	1	-2	-

Best Friend - Pick one member of a gang to be the Robodog's owner. The Robodog may never move more than 12" away from this model and if it finds itself further away, it may only make Move actions until it is within 12" again.

Robotic - The robodog is immune to Gas weapons.

50 CREDITS



90 CREDITS



SENIOR JUDGE

While there are technically no ranks among the street judges, years spent policing citizens and raw ability automatically command respect. There is no one better suited to facing tough investigations or disasters alone.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Senior Judge	5"	+3	+4	+2	4D	+2	+5	10

Class: Level 8 Hero

Talents: Academy Star, Accurate, Brave, Close Combat Shooter, Creep Management, Disarming Shot, Dirty Fighting, Headbreaking, Leg Shot

Equipment: Boot knife, day stick, Lawgiver, standard issue armour, Stumm gas grenades.

OPTIONS

- Ride a Lawmaster for +100 Credits

SJS JUDGE

The SJS are men and women dedicated to ensuring corruption and other wrong-doing is stamped out within the Justice Department. They are usually extremely competent veterans of the streets since the criminals they normally face are both highly trained and well equipped judges. SJS judges can still be found on the streets, following leads and supporting their colleagues where necessary.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
SJS Judge	5"	+2	+2	+2	3D	+2	+5	5

Class: Level 4 Hero

Talents: Agile, Headbreaking, Leg Shot, Luck Of Grud, Stealthy

Equipment: Boot knife, day stick, Lawgiver, standard issue armour, Stumm gas grenades.

SKY SURFER

Some juves, in an attempt to escape a life of anonymity and make a name for themselves, practice for long hours on the power board. Surfing the skies of Mega-City One, they compete in dangerous races for no reward other than to hear crowds chant their names should they win. The casualty rate for sky surfing races is very high, and innocent bystanders are in as much danger as the sky surfers themselves, so the Justice Department is quick to act whenever a race starts.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Sky Surfer	5"	+2	+0	-1	1D	+0	+0	1

Class: Minion

Equipment: Power board, handgun.

325 CREDITS



225 CREDITS



70 POINTS



MERCENARIES



STREET JUDGE

The most public face of the Justice Department, the street judge is a highly trained and motivated individual, dedicated to the enforcement of the Law. Equipped with advanced weaponry and investigation equipment, there is very little a street judge cannot cope with.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Street Judge	5"	+1	+2	+1	3D	+1	+5	2

Class: Level 1 Hero

Talents: Accurate, Headbreaking

Equipment: Boot knife, day stick, Lawgiver, standard issue armour, Stumm gas grenades.

OPTIONS

- Ride a Lawmaster for +100 Credits

SUPERHERO

Part craze, part a genuine desire to do good in Mega-City One, the superhero adopts a persona and disguise, using technology to grant him 'super powers'. Suitably equipped, he then launches into the sky (with the help of a jetpack) to fight crime wherever he sees it, zapping perps with his death ray (concealed laser pistol), or throwing them effortlessly through the air (hidden exo-skeleton). To the judges, this is just another whacked out vigilante who is a menace to society, but citizens often rally behind a superhero, especially if it seems he is dealing with more punks than the judges.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Superhero	5"	+2	+0	+2	3D	+0	+4	4

Class: Level 3 Hero

Talents: Brave, Inspire, Luck Of Grud, Nerves Of Steel

Equipment: Exo-suit, Jetpack, Laser Pistol, Riot Shield.

OPTIONS

- Equip an Energy Shield for +100 Credits

TEK-JUDGE

The development, maintenance and quite often the operation of the Justice Department's most advanced crime fighting equipment is the province of the tek-judges. Selected for their high intelligence, creativity and intuitive grasp of complex technical subjects, tek-judges continually develop new weaponry, handle forensic investigations and pilot high-tech vehicles such as the H-Wagon.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Tek-Judge	5"	+1	+2	+1	3D	+1	+5	2

Class: Level 1 Hero

Talents: Agile, Leg Shot

Equipment: Boot knife, Lawgiver, standard issue armour.

150 CREDITS



270 CREDITS



150 CREDITS



WALLY SQUAD JUDGE

The Wally Squad consists of judges who are in plain clothes, able to mingle with citizens and perps alike in order to bring criminals to justice.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Wally Squad	5"	+1	+2	+1	3D	+1	+0	2

Class: Level 1 Hero

Talents: Stealthy, Silent Action

Undercover: You may choose not to deploy this model with the rest of your force but instead force your opponent to deploy it as if it were one of his models. The Wally Squad judge is used by your opponent as if it were on his side, until you declare at the start of a turn that the judge is revealing himself. From that point on, it acts as a normal judge.

OPTIONS

- May purchase up to 100 Credits of non-justice department equipment.

100 CREDITS



MERCENARIES

WEREWOLF

Lycanthropy is a recognised disease in Mega-City One, and werewolves are not an altogether uncommon sight in the Undercity or Cursed Earth. Some form into packs while others take advantage of their unique nature and rise to the top of gangs and other criminal organisations. They all have one thing in common though – when the wolf takes shape, their actions are never completely predictable.

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Werewolf	Add +1"	Add +1	Deduct -3	Add +2	Add +2D	Deduct -1	+3	Add +3

+50 CREDITS

Class: Special

Equipment: Teeth & Claws.

	Damage	AP	Special Rules
Teeth & Claws	2	-2	-

Lycanthrope: The Werewolf is not a standard Mercenary but a permanent upgrade that can be bought at any time for any Hero in a force that has Werewolf listed in its Mercenary list. Be warned, however, for once you make a Hero a Werewolf, you cannot cure him! A Hero is upgraded by paying the Credits cost listed above. From this point on, there is always a chance the hero will turn into a Werewolf during combat.

Wolfing Out: At the end of any turn in which the Werewolf Hero was in close combat, was shot at, or loses a Hit, roll one dice. You may also voluntarily choose to roll this dice, regardless of what happened in the turn, if the Hero is Level 3 or higher. On an 8 or more, replace the model with a Werewolf. The model loses all its weapons and equipment (these will be recovered at the end of the game), and adjusts its characteristics as shown above. The Hero will remain in wolf form for the rest of the game.

Bloodlust: Whenever a Werewolf defeats an opponent in close combat, it must make a Will check at the end of that turn. If it fails, its opponent gains control of the model for the next turn, who will no doubt cause it to rampage through its own allies as it is consumed with bloodlust! A Will check may be made at the end of every turn to regain control of the Werewolf.

Self Control: Those who have lived with the wolf inside them have learned to control their base impulses – to some extent, at least. A Hero of Level 5 or higher may voluntarily Wolf Out at the end of any turn. In addition, if the hero was in close combat, shot at, or loses a Hit, he only automatically Wolfs Out on a roll of a 10.



VID REPORTER

With tens of thousands of holo-vid stations available in Mega-City One, it takes a special kind of craziness to be a vid reporter, as they must consort with the worst elements in the worst locations in order to get a good story.

25 CREDITS

	Move	Agility	Shoot	Melee	Melee Dice	Will	Armour	Hits
Vid Reporter	5"	+1	-	-1	1D	+0	+0	1

Class: Minion

Story of the Day - The Vid Reporter wants his story, and will risk much to get it. He wants to tape the real action, and get close to it, acquiring a Vid Score through a battle. His vid camera has an 18" range for decent close ups. Every time he can take a Shoot action (with his camera) at a model in Line of Sight who has taken at least one Shoot or Melee action in the same turn, add one to his Vid Score. At the end of the battle, the Vid Reporter will try to sell his story – if he is successful, he may make his past allies heroes for the next few days, allowing them personal interviews, endorsements, vid deals and whatever else they can grab!



If the Vid Reporter survives the battle, roll one dice and add his Vid Score, then consult the table below for the extra benefits the force gains from the extra media attention.

D10 + Vid Score	Result
1-2	No one is interested in the story. Nothing gained.
3-5	Bigger news is taking place today. Receive 25 credits.
6-10	Minor networks pick up the story. Receive 100 credits.
11-15	One major network demands an exclusive but only plays the story once. Receive 250 Credits
16-20	News of the next five minutes. Receive 500 Credits.
21-30	News of the Hour! Receive 1,000 Credits.
31 or more	News of the Day! Receive 1D10 x 500 Credits!

Exclusive - Only one Vid Reporter may be taken by a force.

MERCENARIES

DREDD

96



MEGA-CITY ONE

During the 21st century, the United States of America faced a terrible population crisis. By exploiting newly created, virtually indestructible materials and the very latest in technological breakthroughs, scientists were able to perform industrial miracles older generations had thought impossible. They fashioned a gigantic condominium, nearly a mile high, which was capable of housing fifty thousand citizens. The massive building contained everything that the residents would require, from schools to hospitals, shopping malls to restaurants – it was a miniature city, contained within a single housing block.

Unfortunately, as soon as the first occupants (quickly christened 'blockers') moved into their new homes, they discovered that their 'deluxe' habitation units consisted of just two or three tiny rooms. It was then found that the roads at the base of the blocks became totally grid locked, so a new road network was developed, occupying levels up to a mile above the ground. However, this web of roads was extremely difficult to navigate effectively.

In this tense environment, crime began to run out of control. Street crime became epidemic - muggers and pickpockets were able to vanish into the crowds at the first sign of the police. Riots, protests and civil disturbances became weekly occurrences. Worst of all, the pressure cooker atmosphere caused many citizens to crack under the strain, embarking on murderous killing sprees. This phenomenon, until then known as 'going postal,' was finally recognised as stress-induced psychosis. Future Shock Syndrome was the official term but the citizens soon knew the unfortunate victims by a different name – Futsies. Before long, not a day passed without a blocker snapping under the strain of living in the 'City of the Future.'

THE ATOMIC WAR

Meanwhile, a new and terrifying arms race was dominating international politics. President Robert Booth had risen to power, promising to make the United States the most powerful and feared super power in the world once more. A laser defence grid was built around the coastline of North America and hundreds of laser-armed satellites were launched into geo-stationary orbit, intended to provide an impregnable wall against any intrusion into American airspace. Booth claimed the United States was now totally invulnerable to any nuclear attack.

Feeling secure behind his laser shield Booth then sent his powerful military to seize vital strategic assets. Threatening any nation which stood against him with nuclear annihilation

the world's dwindling oil supplies came almost completely under American control. Unfortunately, the other world leaders refused to kowtow to the increasingly erratic President and paid the price.

Confident his country would be safe from any retaliation, Booth pressed the fatal button live on national television, launching hundreds of missiles. Over a billion human beings died in the first few minutes of the attack and the other world powers had little choice but to initiate a counter strike.

Booth's Patriotic Shield proved to be less than adequate and the heart was torn from American. The fortunate ones died immediately, while others were forced to endure a slow and painful death from radiation. Once fertile farmland was reduced to a barren, radioactive desert and great cities were transformed into shattered rubble, constantly shrouded in the twilight of nuclear winter. This terrifying landscape soon became known as the Cursed Earth.

The judges of Mega-Cities One, Two and Three impeached Booth and civil war erupted, with Booth relying on his loyal troops and robots until he was finally overcome and brought to justice. The historic Declaration of Judgement officially disbanded the United States government and placed the forces of the Justice Department in control of what was left of the country.

LIFE IN THE BIG MEG


Mega-City One now stretched from the Canadian border to the southernmost extreme of Florida, engulfing every city, town and settlement between. This massive conurbation was home to over eight hundred million citizens.

Technological advances had allowed the development of cost effective and efficient robots, and machines now performed nearly every job that had once been reserved for humans. By 2099, a staggering 87% of the population was unemployed, with many of those fortunate enough to find employment often working only a few hours per week.

With such a dramatic increase in leisure time, the citizens were at a loss to find something to do. The majority eventually found something to occupy their endless, eventless days – ranging from sensible and creative pursuits such as writing or DIY, to energetic but dangerous new sports such as bat gliding or skysurfing, to the downright inane, such as attempting to head butt eggs into a bucket. Most were happy

MEGA-CITY ONE





to spend their lives watching the Tri-D. However, many were turning to crime. Semi-organised criminal gangs had long been a problem in America and became even more popular with young citizens (nicknamed 'juves') as they sought to find their own identity. Before long, nearly every City Block had its own distinctive gang – or several.

Life within the City Blocks began to evolve into a new style of society. The blockers found they could live their entire lives without leaving the boundaries of their own blocks (a small minority would never even leave their apartments and those suffering from extreme Tri-D addiction would never leave the confines of their favourite chair if they could help it) and many developed a fierce loyalty to their own block. Even closely neighbouring blocks were generally regarded as strange, foreign places and were treated with the utmost suspicion. Inter-block sporting events would inevitably degenerate into brutal and vicious riots between rival groups of supporters, despite the judges' best efforts at crowd control.

Tension continued to rise between many blocks. It was a long established tradition for rival juve and punk gangs to meet in rumbles to determine which block was the toughest. However, in the first few years of the 22nd century, a new and more deadly phenomenon began to emerge. Small-scale arguments and disagreements between blocks began to erupt into large-scale conflicts – whole blocks were declaring war on each other. Every block possessed a Citi-Def unit (the Citizen Defence Militia, part-time soldiers) that, in theory, was supposed to act as the last line of defence in the event of invasion. They were still keen to try out their equipment and Block Wars proved to be the ideal training.

THE APOCALYPSE WAR

It was a tiny, insignificant event that led to the worst disaster in Mega-City One's history.

A resident of Dan Tanner Block, Melda Dreepe, was strolling past neighbouring Enid Blyton Block when a 4-cred Freeze Whip struck her in the eye. Even though the incident was almost certainly an accident, Melda was unaccountably furious. Later that night, she attended the Dan Tanner Block meeting to find the other residents filled with undirected rage. When she suggested they attack Enid Blyton Block, the suggestion was soon taken up and Mega-City One's latest Block War was launched.

In a matter of hours, every block in the Northern Sectors was at war with its neighbours. Clearly, this was far more than mass hysteria.

An enemy agent had interfered with the Atlantic Purification Plant, which supplied much of the Mega-City's water. The

interloper spread a pathogen that acted on the human mind, making the citizens violent, surly and illogical, as well as stimulating a pack instinct. This madness had become known as Block Mania – and the intruder was an agent of a rival Mega-City, East-Meg One, part of the Sov-Block.

The East-Meg forces had planned their attack well, and Mega-City One was left almost defenceless when the first nuclear missiles struck. Even the ancient principle of mutually assured destruction was no deterrent, for East-Meg One had devised an impregnable defence against Total Annihilation Devices. In the ensuing conflict, over half of Mega-City One was reduced to uninhabitable, radioactive rubble and a staggering four hundred million citizens died. Fortunately a last ditch attack on the invaders' city led to its total destruction and the survivors emerged victorious from the horrors of the conflict.

MEGA-CITY ONE TODAY

The great, rockcrete and plasti-steel expanse of Mega-City One occupies a colossal area of the East Coast of the North American continent. The vast rockcrete slabs that form City Bottom have all but obliterated all signs of old America (although many citizens do not realise the old towns and cities still exist beneath their feet in the nightmarish environment known as the Undercity) Vast City Blocks soar miles into the air, surrounded by incredibly complex, multi-level road networks.

Mega-City One is subdivided into 305 individually numbered Sectors, starting with Sector 1 at the very centre of the City, although the true heart is generally thought to be Sector 44. Built on top of old New York City, Sector 44 holds many of the central administration and government headquarters buildings, such as City Hall and the Grand Hall of Justice.

THE MEGAWAYS

The Mega-City One road network is a hellishly complex system that even the most sophisticated computer has difficulty deciphering. Essentially a web of twisting, convoluted roadways suspended up to a mile in the air, the megaways are the most common means of transport between the City Blocks.

Ranging from vast, twenty-lane motorways such as the Super Slab to one lane, one-way slipstrips and filterways, the megaway network resembles a combination of a giant cobweb and a plate of particularly tangled spaghetti.

The terrible overcrowding in the City Blocks has forced a small minority of citizens to take to the megaways aboard mobile homes known as mo-pads.

CITY BLOCKS

Typically standing two hundred storeys tall, city blocks form the fundament of the Mega-City, housing some 97% of the total population. Nearly all residents of the City Blocks are Welfare tenants, dependant on receiving money provided by the state in order to survive. Private tenants generally only reside in the exclusive penthouses found at the very pinnacle of the Block, although many of those who consider themselves the social elite will only ever consider living in the smaller but much better equipped con-apt buildings.

Every Block is intended to include everything that the average citizen requires to live their entire life – a blocker is born in the block medi-bay, educated in the Mega-Schools, shops in the shoplex, socialises in the block clubs and bars before his body is finally recycled in the block Resyk plant after he dies. Each city block is named after a famous historical figure or fictional character – the exclusive Charlton Heston Block, for example – although a few of the privately owned con-apt developments are named after the owner or landlord.

SLUM BLOCKS

Some City Blocks end up in such a poor state that they are officially re-designated as slum blocks. Some are badly damaged in Block Wars or other disasters, others have been gutted when terrible fires swept through their corridors and a few are simply vandalised beyond repair by juves and punks.

CROCK BLOCKS

On the outside, a crock block is similar to any other. The differences lie within – crock blocks are extensively adapted to be comfortably used by the elderly and infirm. There are few (if any) stairs or ladders in sight; wide gentle slopes are the order of the day to accommodate restricted manoeuvrability of the OAC's (Old Age Citizens – any resident of Mega-City One who is over the age of 75). Juve and punk gangs often regard the residents of crock blocks as easy targets – unfortunately, those who do quickly find that they have taken on more than they anticipated. Only the toughest or most cunning citizen survives into old age in Mega-City One and the invaders often find themselves outwitted at every turn.

THE JUNGLE

Genetically engineered apes form a small but vocal minority group in Mega-City One. Originally created after the Atomic Wars when scientists boosted the natural intelligence of zoo and laboratory specimens, the apes eventually won their freedom and equal rights. While some were prepared to try to live alongside humans in the blocks, others demanded that they were given their own, special living area.

State of the art habitats were designed for ape use and



built in areas of Sector 7 and Sector 20, which consisted of low-level, cave like apartment buildings which included swing poles, climbing ropes – even the occasional tree! However, the apes' level of personal hygiene had not been augmented along with their intelligence and before long the entire area was little more than a filthy, litter-strewn slum known as the Jungle or Apetown. So long as the apes remain within the borders of the jungle, both the judges and the majority of the citizens are prepared to leave them to their own devices. Unfortunately, apes have a tendency to mimic their human neighbours and some have developed into efficient criminal gangs. Some of the most notorious and brutal organised crime mobs have ape bosses, and gangs of young apes are often more feared than their human rivals.


THE JUSTICE DEPARTMENT

The ultimate authority in Mega-City One, the Justice Department has the final say in every aspect of every citizen's life. The Justice Department is seen as a harsh and merciless dictatorship holding the sprawling city in an iron grip, but enforcing the unforgiving Law is the only way to protect the four hundred million citizens from themselves. Without the threat of the judges, society would collapse and chaos would rule on the streets.

The Justice Department is personified by the judges, stern

MEGA-CITY ONE





and relentless lawmen who have been trained from the age of five in the methods and application of the Law. All judges are taught to be firm but fair, for they are the ultimate evolution of policemen, trained to be judge, jury and, if necessary, executioner. Everything about the judges is designed for maximum intimidation value, from the imposing armoured uniform to the Lawmaster bike.

It takes fifteen years to train a judge, spent in the harshest school on earth, the Academy of Law. Prospective cadets are inducted at the age of five, although a small minority are cloned descendants of the best and brightest judges of the past. Cadets spend their entire lives learning the application of the Law – not only written examinations, but also potentially fatal practical assessments. It is not unusual for a cadet to be killed or maimed during their years at the Academy. Their instruction is overseen by the Judge Tutors, grizzled former street judges who have retired from active duty in order to pass on their years of experience.

A cadet graduates to rookie status at the age of 20, gaining the white helmet and half eagle badge of a probationary judge but he still has to undergo the most gruelling test of all. A senior judge will accompany the rookie on a standard patrol called the Final Street Assessment. The rookie must do his best to prove to the senior judge that he is worthy. Many of the Academy's best and brightest can still fail at this final hurdle, overcome by the stress of trying to bring the Law to the lawless streets of the city.

There are several departments and divisions in the Justice Department, each fulfilling a certain specific role in bringing Law to the Mega-City.

STREET JUDGES

The street judges form the backbone of the Justice Department. Clad in highly distinctive synthi-leather uniforms and sitting astride the notorious Lawmaster bike, street judges make incredibly intimidating figures. They deliberately maintain a high profile, whether patrolling the corridors and plazas of the City Blocks or cruising along the congested megaways. Not only can they call upon the training they received at the Academy of Law, they are also extensively equipped with the highest technology available, not least of which is the Lawgiver - a versatile firearm that fires six types of bullet. They can also call upon the entire resources of the Justice Department to aid them in an emergency.

PSI JUDGES

Individuals gifted with psychic powers are extremely rare, but they can be incredibly powerful. The Justice Department recruit psi-talented children wherever they can be found, inducting them into a special version of the Academy where they are trained in the use of their psychic abilities as well as all the usual Justice Department procedures.

The powers displayed by psi judges range from anything from the ability to read a perp's mind or glimpse into the future to blasting foes with telekinetic bolts – but these paranormal abilities take a great toll on their sanity. Psi judges are often highly-strung, flippant individuals, very much a contrast to the straight-laced street judge.

TEK JUDGES

The technicians, scientists and engineers of the Justice Department, tek judges fulfil a wide variety of roles. At the most basic level, Tek Division is in charge of maintaining all the equipment issued to every judge but even the Sector House vehicle pool technicians are inveterate tinkers at heart, irresistibly drawn to try to modify whatever piece of technology comes their way.

Other tek judges are assigned to forensic teams, using their specialised skills and equipment to analyse crime scenes, often able to find a solution to an apparently insoluble felony. In charge of research and development into new technologies to combat crime, tek judges have been responsible for the unstoppable Manta Prowl Tank and the deadly Lawgiver, as well as hundreds of other more items of mundane equipment that makes the lives of other judges easier.

MED JUDGES


The primary role of Med Division is to provide medical aid to judges wounded in the line of duty, and every Sector House has a med bay equipped with the best medical technology the 22nd century can offer. Other med judges are assigned to street duty, operating as paramedics to bring aid to wounded judges and citizens. Higher ranking med judges toil endlessly in laboratories to find cures for diseases both new and old.

THE SJS

Not even the judges themselves are not above the Law. The Justice Department includes a special elite branch known as the SJS, the Special Judicial Squad, the judges who judge the judges. The SJS is charged with rooting out corruption wherever it is found within the ranks of the Department but this is no simple task. All judges are trained to be resourceful above all other considerations and rogue judges learn this lesson just as well as their law abiding counterparts and they can prove to be extremely cunning criminals.

OTHER JUDGES

Special weapon and tactic teams such as the Heavy Weapon Squad and Riot Squad are trained to deal with almost any major emergency. There are several other divisions in the Justice Department and though they are rarely seen on the front line in the fight against crime, their presence is often felt. However, one Department operates exclusively behind enemy lines.



The Undercover Division (nicknamed, for obscure and long forgotten reasons, the Wally Squad) consists of judges specially trained to infiltrate criminal organisations. Many gangs and organised crime syndicates have been brought down by the information obtained by a canny Wally Squad operative. The back room division that has the most impact on crime is the Public Surveillance Unit (PSU). Every block and street corner in the Mega-City is covered by PSU cameras, which relay everything they spot to the PSU judges, safely ensconced in their headquarters at the top of the mighty Statue of Judgement in Sector 44. PSU judges monitor everything the citizens do, from financial transactions to Tri-D viewing habits and are often able to provide the vital break street judges require to solve a case.

BLOCK LIFE

A typical citizen lives in a tiny three room habitation unit in one of the huge, 200 storey blocks that house the majority of the population in Mega-City One. An average hab is home to three to five individuals, usually a nuclear family unit consisting of two parents and two children, although families with more children cannot expect to be assigned to a larger apartment – the massive population crisis means that extended families are frowned upon by both the Justice Department and City Administration, and limiting the available living space is a reasonably efficient way of making sure that citizens keep their families down to a manageable size. It is not unknown for a single three-room hab to be home to fifteen or more. Older generations of the extended family are sometimes also present – these OAC's (sometimes known as eldsters, or crocks) are theoretically supposed to be assigned an apartment of their own within a specialist crock block, but in practice there are few available places and the eldster is forced to remain.

The apartment itself has a selection of basic facilities. The main room has several functions. It primarily serves as a social area, where the family meet to eat and watch the Tri-D. It also doubles as a kitchen, although most citizens have no idea how to actually cook and instead rely on pre-packed meals that require the minimum of preparation, or exist entirely on take-away services. Also present in the living pad is the apartment's toilet cubicle, an isolated booth located in the corner of the room. The remaining rooms are allocated to sleeping area. Apartments in Mega-City One are not designed with privacy in mind. All rooms are open plan, rarely including internal doors, although many citizens choose to add partitions in order to obtain some degree of personal space. They are also not particularly secure. The city

issue door is typically a rather flimsy affair with a single lock, although any sensible citizen replaces it with an armoured riot door and fits several locks, chains and deadbolts of his own before he even begins to feel safe. There is also usually only a single window in the whole apartment – a large picture window located in the living pad. Although the view offered from this vantage point can be spectacular, it is more likely to induce vertigo. It is perhaps no wonder that nearly every citizen of Mega-City One is treated for mental problems sometime in their life, considering their view consists of a tangle of megaways, a glimpse of the nearest neighbouring Block and the occasional skysurfer.

A citizen who finds a reason to venture out of his apartment takes care to avoid eye contact with whoever he may meet – juves and punks seem to feel compelled to mug (tap, in Megaspeak) anyone who eyeballs them, and even the most respectable looking neighbour may be a cunningly disguised homicidal maniac. In 2126, paranoia is no longer regarded as a mental health problem – it is an essential survival trait. It is the citizens who are consistently happy and cheerful who are regarded as having a problem. A typical citizen regards everyone he meets with the utmost suspicion and even his next-door neighbour is rarely more than a nodding acquaintance. A citizen usually has a small, close circle of friends who share similar interests, or he knows them from Megaschool. The citizen is always careful to blend in with the crowd. If he should happen to spot a mugging in progress, he takes great care to not notice, in case the perps decide to turn on him next. He also applies the same code of behaviour should he spot a judge – the grim faced guardians of the Law are much more terrifying than mere muggers!

Unless he has some pressing task to perform, such as a shopping expedition, or signing on for his Welfare payment, the citizen is more or less free to do as he wishes for the whole day. However, most choose to spend the day doing nothing – sitting around in his favourite bar, standing around on one of the block mezzanines, or posing on the block plaza, although this is regarded as more of a juve pursuit. He takes care to avoid areas claimed by the gangs, as just passing through is regarded as invasion and always leads to trouble. The gang areas are clearly marked by territorial tags, scrawled on the walls. Even if one of the block cleaning robots removes the paint, it will return in a few hours.

CRAZES

There are almost as many crazes in Mega-City One as there are citizens. Detailed below is a small selection of the most popular and notorious.

MEGA-CITY ONE



EATING

Naturally, eating is a vital part of every citizen's daily life, but a small minority take it to the extreme – and beyond. Developments in food science and medical technology have allowed some citizens to survive at incredible weights. These 'fatties' are far more than merely obese; they are literally mountains of blubber. Most fatties require a small trolley called a belliwheel to aid in movement, which supports their expansive stomach as they waddle around, maintaining a citizen cannot truly call himself a fatty until they have crushed their first belliwheel beneath the weight of their stomach. However, some fatties have become so huge that they cannot move at all without the aid of powerful lifting equipment. Eating has also developed into several sporting events, such as the Grunt 'n' Guzzle, where a team of competitors race to eat as much food as possible in the shortest space of time.

BAT-GLIDING

As long as mankind has existed, he has dreamt of being able to fly like a bird. Technology has finally made this dream a reality in Mega-City One and citizens can strap themselves into special bat suits to flap around the top of their blocks, riding the thermal air currents, silently swooping and gliding miles above the ground. A bat suit is more than just a winged suit as the thermal forces required to keep an average sized human aloft would also roast the unfortunate aeronaut – incorporated into the harness is a series of small anti-gravity devices that reduce the batter's weight to a fraction of normal. However, many novice bat gliders who attempted to make their own homemade bat suits have failed to take this into account and paid the ultimate penalty. Although batting appears simple to the casual observer, it is in fact an incredibly difficult skill to master and it can take many months or even years to build up the necessary skill to become a proficient batter. Batters have developed their own sub culture, developing their own jargon and communicating with each other with short wave radios and comm systems, much like the ancient CB radio hams of ancient times.

SKY SURFING

The development of anti-gravity technology allowed several ancient sports to be updated into the 22nd century. Among these was surfing. In Mega-City Two on America's West Coast, beach bums added anti-grav impellers and small booster rockets to their surfboards, so they were no longer reliant on waiting for the tides and could instead take to the air. Skysurfing is a very different sport to surfing, although it still requires a great deal of skill and dedicated practice to pull off the incredible spectacular manoeuvres displayed by the skysurfers of legend, such as Dak Goodvibes, Yogi

Yakamoto or Mega-City One's own champion, Chopper. Like batgliders, skysurfers are required by Law to keep well away from other airborne activities (including aircraft and hover vehicle routes), but many juves and young punks take no notice of these restrictions and can sometimes be spotted weaving in and out of the traffic on the megaways, although only the most skilled and talented surfers live to tell of their illicit activities.

CITI-DEF

Not a craze as such, but nevertheless a major pastime for many citizens, the Citi-Def is the official Citizen Defence corps. Aside from the Justice Department, the Citi-Def is the closest that Mega-City One has to a standing army. Operating on a volunteer basis, the Citi-Def is open to anyone interested, although it generally only attracts hotheads and troublemakers. The Citi-Def instructors train their members in the use of many weapons, including extremely powerful heavy weapons and explosives, as well as small unit tactics and survival skills. Although regarded as a joke by many citizens (and a dangerous menace by many in the Justice Department) the Citi-Def have occasionally proved to be effective guerrilla fighters in conflicts such as the Apocalypse War and the second Robot War.


MADNESS IN MEGA-CITY ONE

Insanity is a fact of life in Mega-City One. It is a very rare citizen that is not affected by some sort of mental breakdown during their lifetime. Detailed below is a small selection of some of the more common psychoses to plague Mega-City One.

FUTURE SHOCK SYNDROME

Future Shock has existed as long as the Mega-City itself. Some would trace its origins back even further, to the 20th century, although the original version usually involved citizens who could no longer cope with the tedium and stress of their workplaces, not normally much of a problem in Mega-City One. Modern victims are more likely to succumb to the stresses induced by *not* having a job.

Any citizen can succumb to the terrible Future Shock Syndrome, when the stresses of living in the crowded confines of the gigantic city finally becomes too much and the unfortunate individual feels compelled to attack and attempt to kill their fellows. These futsies adopt a wide variety of murderous methods in their madness. Some simply grab the first blunt object that comes to hand and laying into their neighbours as soon as everything becomes too much for them. These 'ragers' are usually dealt with quickly and easily as they make no effort to cover up their crimes and are quickly apprehended.



Those with access to firearms and heavy weapons tend to cause more of a problem, typically taking up position in some secure vantage point and picking off passers-by, although the judges are usually able to eliminate them before they cause too much damage. However, it is much more difficult to apprehend this sniper type alive, although most are only really interested in dying in a blaze of glory.

Unlike normal murderers, victims of Future Shock are not sent to the Iso Cubes. Instead, they are incarcerated in special Psycho Cubes, where they receive the extensive therapy and treatment they so desperately need. Even though most futsies are eventually released as 'cured', they are usually very different people to whom they once were. Some never recover; unable to overcome their murderous rage they remain locked away for the rest of their lives.

DREDD SYNDROME

Citizens are taught from an early age to obey the Law and live in fear of the judges. In a small minority, this fear becomes so ingrained that they become terrified of inadvertently breaking the Law, or become obsessed with some minor indiscretion they have committed but have not been caught or punished for. The fear plays on the citizen's mind, gradually becoming more and more exaggerated until the feelings of guilt literally transform into an obsessive psychosis. A victim of the Dredd syndrome will suffer terrifying nightmares and feelings of impending doom, convinced that any judge they see somehow *knows* of their guilt.

LEMMING SYNDROME

Regarded as a strange form of mass hysteria, the Lemming Syndrome is a rare but worrying phenomenon. Occasionally, dozens or even hundreds of citizens will feel a sudden compulsion to make their way quietly to the top of their block and hurl themselves to the ground. Victims to the Lemming syndrome adopt a blank expression, will not speak and move silently, patiently waiting in line for their turn to commit suicide. When the problem first manifested itself in 2108, the stunned Justice Department at first suspected some sort of psychic force at work, some malevolent force compelling the citizens to end their lives. Extensive checks carried out by powerful Psi Division operatives drew a total blank. Psychologists have suggested that the Lemming Syndrome is a response to the overcrowding of the Mega-City, but this remains just one of dozens of theories.

MEGA-CITY CRIME

Crime is an everyday fact of life on the pedways and megaways of the gigantic megatropolis. In a city with such massive overpopulation and with the Justice Department maintaining such a firm grip on Law and order, it is perhaps no surprise

that so many citizens turn to illegal methods in order to get what they want in life – crime is usually the quickest way of obtaining wealth or power, although the judges try to ensure it is not the easiest. Crime can range from the mundane, such as an opportunistic shoplifter snatching a can of Shave-O-Foam from the Megamarket, to the brutal, like an organised crime don dispatching a blitz squad to murder a rival. However, with the myriad of laws and regulations in force, it is easy for a citizen to become a criminal without trying. The judges regularly hold Crime Blitzes, bursting into a citizen's apartment unannounced and performing a thorough search. These impromptu investigations will always turn up some criminal goings-on, even if the crime is unintentional, such as a forgotten overdue library vid slug. In fact, a citizen found with nothing whatsoever incriminating in his hab will be regarded with the utmost suspicion!

Even minor anti-social behaviour is regarded as a criminal offence in Mega-City One. An action as inconspicuous as carelessly dropping an empty beverage container can earn the perpetrator up to a six-month sentence in the Iso Cubes. Acts of petty crime are generally regarded as victimless and do not generally endanger the health and welfare of other citizens, but are distasteful or annoying to others. Petty crimes include offences such as littering, spitting in public, noise pollution and even begging (also known as sparechanging). Every citizen will commit petty crimes, some without even noticing, but a few unfortunates become addicted to the mild thrill that breaking the strict Laws of Mega-City One can bring. These petty crime addicts' enjoy the buzz of getting one over on the judges but a small minority find that their kick can develop into an obsessive-compulsive disorder and can end up spending the equivalent of a life sentence in the Cubes, just because they cannot walk past a garbage bin without kicking it over!

The crowded pedways of the Mega-City are home to dozens of common street crimes, the most common of which include taps (muggers), dunks (pickpockets) and pongos (confidence tricksters). A citizen can rarely leave his apartment without the chance of witnessing at least one of these activities, or even becoming a victim. Street crime is an epidemic that the judges have little chance of containing as the perps can easily vanish without trace into the throng at the first sight of a judge. The citizens themselves have little protection against street crime for only the rich can afford a bodyguard, and the special anti-mugging suits are less effective than they could be as their legal status is dubious and in any case, taps have developed their own anti-anti mugging suits to counter the benefit! Most citizens submit to the attacks as protesting only makes the perps more violent and vicious. Street crime can be a lucrative activity, but only the most skilled can continue for a long career before it is cut short by the judges and a long stretch in the Iso Cubes.

MEGA-CITY ONE



ORGANISED CRIME

Organised crime is the bane of the Justice Department. Just like the Justice Department, the powerful crime lords are capable of calling on massive resources and whole armies of supporters in their fight against the forces of Law. Criminal syndicates are able to spread their influence anywhere in the Mega-City, from co-ordinating gangs of taps to supplying the incredibly addictive Uncle Ump's Umpty Candy to the pathetic Umpty addicts that would sell their grandmothers for just one piece of the sweetest taste ever created. Wherever there is a vice or addiction, organised crime enforcers will be there to control it.

Personality wise, the kingpins of the Mega-rackets run the gamut from the brutal to the suave, although all but the most inept are careful to ensure there is little or no connection between themselves and their various illicit activities, equipped with a whole army of seedy lawyers at their command to ensure that they have a plasteel alibi for every day of their lives. A successful racketeer needs to be an expert puppet master, carefully pulling the strings of his forces in order to stay one step ahead of the judges. However, the Justice Department is a patient and resourceful beast, always ready to pounce once its prey finally puts one foot wrong. However, whenever one mob boss is sent away for a long spell in the Iso Cubes there is always another to take his place. Alongside traditional organised crimes such as gunrunning, drug smuggling and the like, Mega-City One has developed a crop of its own new, but highly lucrative, crimes.

BODY-SHARKING

Descended from loan sharking, the body sharks still provide ready cash for those in desperate need of finances. Instead of using valuable objects or property as collateral, they insist that the recipient of their generous loan provides them with something of far greater value – a family member or loved one, who is kept in suspended animation until they full amount (plus generous interest, naturally) is paid back. Missing a payment ensures that the collateral is 'reduced' accordingly. An unfortunate victim will find themselves sold on, piece by piece, to organ leggers, although it is not unheard of for loan recipients to have parts of their loved ones returned to them through the postal system. Body sharking is often a lucrative partner to an organ legging operation.

ORGAN-LEGGING

There has been a long-standing urban myth of the partygoer who awakens after a long night to find one of their kidneys surgically removed and sold on the medical black market. In the bleak future that is Mega-City One, this apocryphal tale has become a tragic reality, although the surgeons who operate the organ legging trade will rarely stop after taking just a kidney. Some citizens can make a tidy profit illegally selling off their internal organs one at a time, but it is far more

common for an organ legging operation to simply kidnap victims off of the street in order to harvest their body parts. Although regarded as an odious practice, there are always rich citizens who are prepared to pay in order to extend their life by a few years and will not care where the merchandise comes from.

PERP RUNNING


Specialists in escape and evasion, perp runners are experts in smuggling wanted criminals out of the Mega-City whenever Justice Department attention become a little too hot. Most runners have several well guarded safe routes out of the city, usually into the Cursed Earth or to another Mega-City, but a few operations remove their clients from Earth altogether. Although highly valued by the criminal community, it is not unheard of for perp running rings to sell their customers into slavery on some distant world. However, a fleeing criminal has little choice but to trust the runners and has to take the risk that he has chosen a legitimate operation.

UMPTY BAGGING

Uncle Ump was not the type of person who might be expected to create the most addictive substance known to science. He was a harmless, jolly little man who only wanted to make candy. Unfortunately, he succeeded at this task far too well. There are no addictive ingredients in his notorious umpty candy - it is the unique way the chemicals and additives are blended together that created the incredible mind blowing taste. Just a single piece is all that is needed to turn the unfortunate consumer into a life long umpty addict. In other words, Uncle Ump's candy was exactly what the Mega-City drug cartels had been seeking for decades. As soon as the judges realised the terrible addictive nature of Uncle Ump's, the unfortunate candy manufacturer found himself exiled into space, with a cover story that he had died in custody. However, he was soon rescued (and subsequently murdered) by the notorious Jong family and forced to part with his secret recipe. It did not take long for the Jong family to establish 'umpty pushers' on every street corner, providing a hit of the sweet, sweet stuff to any passing umpty junky.

GANG LIFE

The children of Mega-City One have little hope of ever making a success of their lives. Even roboteachers at the Megaschools tell them that they have no chance whatsoever of gaining legitimate employment and only the brightest, strongest or most eccentric have the necessary attributes to make it as businessmen, sportsmen or Tri-D favourites. Young citizens (known as juves) are taught to find a hobby or pastime to occupy their eventless lives, but many succumb to apathy or simply lack the imagination to think of anything creative or worthwhile to fill their time. Born and raised in the uncaring confines of the blocks, juves quickly become accustomed to the sight of violence and crime and many



consider it to be an ordinary, even unavoidable, part of their everyday lives. It is perhaps no small wonder that many of these young citizens decide to join with the criminals – it is the quickest way of gaining respect from their peers, as well as a way of obtaining easy money. Despite, or perhaps because of, the vast population of the Mega-City, all citizens feel isolated and alone at some point in their lives. This feeling becomes particularly acute during adolescence and many juveniles feel that their parents ‘do not understand them’ and have a desperate need to ‘belong’. Joining a gang can seem like an ideal way of gaining the respect they feel is due to them.

Every block has at least one gang, a collection of social misfits and brutal youths who ruthlessly control their territory. Most gang members are under the age of 20. Typically, any punk who survives into adulthood will eventually graduate into more professional criminal activities, although it is not unheard of for a citizen to remain with his gang until he is into his 30's, although this is very much the exception rather than the rule as the brutal lifestyle of the Mega-City gangs tends to ensure that life expectancy is rather short. Only a very capable punk can survive for more than three or four years running with the gangs. Not only do gangs from rival Blocks battle for territory and reputation, they must also cope with internal disputes that often have fatal consequences and the ruthless forces of the Justice Department are more than happy to take the opportunity to remove gang members from circulation wherever possible. A punk who has spent several years in the Iso Cubes may well gain the respect of his contemporaries, but can find that none of them have survived once he has been released as gangs have a very high turnaround of members due to their constant feuding with their neighbours!

A gang's name is very important. While the gang members change on a regular basis, the name will always remain the same and some of the more powerful gangs have existed for longer than Mega-City One itself, although they are more likely to be named after their home block. Many gangs have names based on the reputation of whoever their block is named after, although most punks never realise their homes are named after historical figures and miss the significance (in a recent Mega-poll, 58% of the population believed that the famous people who gave their names to their homes were actually named after the Block, and not vice versa). Most gangs have a junior branch, sometimes consisting of very young juveniles and it is not unheard of for five year olds to be recruited, although the average age is about twelve. This junior branch will act as a training gang, taking part in the less violent rumbles and gaining experience in small-scale crimes such as shoplifting or dunking. A junior gang member is always desperate to be given an opportunity to prove himself

and will jump at any chance to be allowed to graduate to full gang status. Such juveniles often embark on suicidal missions at the command of the gang hierarchy, safe in the knowledge that even if they do not survive, they will at least have earned the respect and position owed to a full gang member.


Clothes and image are also vital components of the gang. Every gang wears a distinctive set of clothing – the street garms. Rather like a judge's uniform, street garms are intended to be instantly recognisable and as intimidating as possible, although they allow much more room for individuality. However, the leadership of some gangs, particularly those hailing from richer Blocks, tend to insist that their followers wear only the very latest in Mega-City fashions – this can result in a particular gang changing appearance several times a week in order to keep up with the notoriously mercurial trends shown on the Tri-D glam parades! Most street garms are rather more practical and durable than the often outlandish fashion crazes. Gang members typically dress in some variation of a heavy jacket, fashionable kneepads and big boots. Some gangs also have a distinctive hairstyle and tattoos, or even ritualistic scarring. It is not unusual to see certain cosmetic cybernetic or bionic enhancements as well, although the cyberpunk style has fallen out of favour in the aftermath of the Second Robot War of 2121, which fuelled rabid anti-robot feelings.

Gang members do not spend all their time committing crimes or fighting their rivals. Just like other citizens, they have little to do most of the time. Many spend their time simply hanging round in various parts of their block. Plazas, shopping malls and mezzanines are favourite hanging places, although many favour the likes of vehicle bays or some seedy bar. Although simply a method of killing time, hanging (as well as strutting, aimlessly wandering around) is also a valuable way for the gangs to make their presence felt in a Block. Just like the judges, the gangs have learned that fear is an excellent weapon and simply standing round in groups, eyeballing passing citizens is an efficient way of getting noticed without much effort. It is not unknown for whole floors to be claimed by gangs, becoming no-go areas for ordinary citizens. Crossing ganglands can be a terrifying experience, as the citizen is forced to run the gauntlet of jeers, insults and nasty looks as well as the danger of an actual physical assault. This is particularly trying for the unfortunate citizens who happen to live on those floors.

Although it seems to many outsiders that gangs are little more than disorganised mobs of vicious thugs, there is usually an extremely complex hierarchy in position. There is always a very strong leader figure. He is usually known as the top dog, although the title varies depending on the style and image of the gang – warlord is common, although some refer to the leader simply as ‘boss’ or ‘chief’. The top dog has usually

MEGA-CITY ONE





risen to his position by being meaner and more vicious than his contemporaries though brains, while sometimes useful, are by no means a prerequisite for a powerful gang leader. The top dog surrounds himself with trusted lieutenants, charged with the task of ensuring the leader's orders are followed to the letter. The lieutenants are not always as reliable as they could be and the ancient principle of keeping friends close and enemies closer is, if anything, even more applicable in the cutthroat world of the Mega-City One. Still, it is not unusual for gangs to be riddled with separate factions, each with its own agenda. Below the lieutenants are the punks and jives. These are vicious and experienced gang members, veterans of dozens of confrontations and rumbles, as well as skilled thieves and taps. The final rank consists of young jives, enthusiastic but untested criminals just embarking on their first taste of criminal life, delighted to be finally allowed to join with the major leaguers.

SCRAWLING

Although scrawling is a craze that regularly sweeps the city, compelling many young jives to spray paint onto any clean wall they pass, street gangs regard scrawling and graffiti as a vital method of marking territory, issuing challenges, passing on the latest gang gossip and boasting of past victories. Every gang member has his own 'tag', a unique glyph that he

uses whenever he scrawls anything. Tags vary enormously in appearance – in theory, every gang member has their own original design that is supposed to reflect his individuality, and some produce incredibly elaborate works of art every time they leave their mark anywhere.

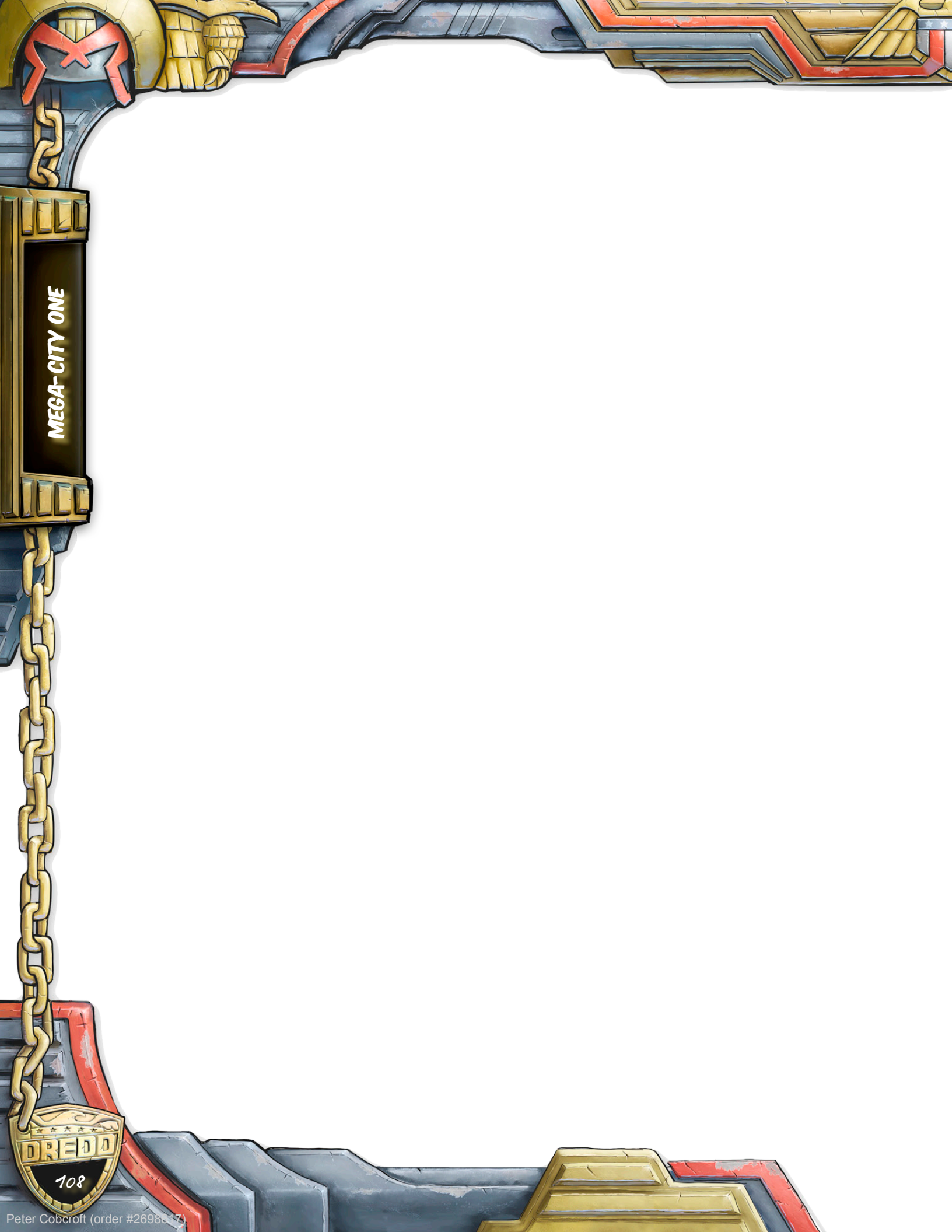
The Justice Department technically regards scrawling as a form of vandalism but also realises it is a vital way of keeping track of the latest gang developments. Many punks never realise that the judges are more than capable of deciphering their 'secret' messaging system and are bewildered when arrested for crimes they have been boasting about all over the walls of their homes! Even city maintenance robots seldom bother to remove the graffiti that covers many of the walls in gang controlled territory. They are programmed to recognise that scrubbing away or painting out gang related scrawls is a waste of time, as the punks will appear to replace the territorial markers before it has managed to complete the task.

Places where the gang members hang regularly tend to become completely smothered in multiple layers of paint, including tags from long dead and forgotten spugs from decades past. Ordinary citizens are extremely careful to avoid these tag towns as such an area is usually the heart of the gang's territory and is therefore closely guarded.



MEGA-CITY ONE

DREDD
107



MEGA-CITY ONE

DREDD
108