

JUDGE'S MANUAL



READ THIS BOOK FIRST!

JUDGE'S MANUAL

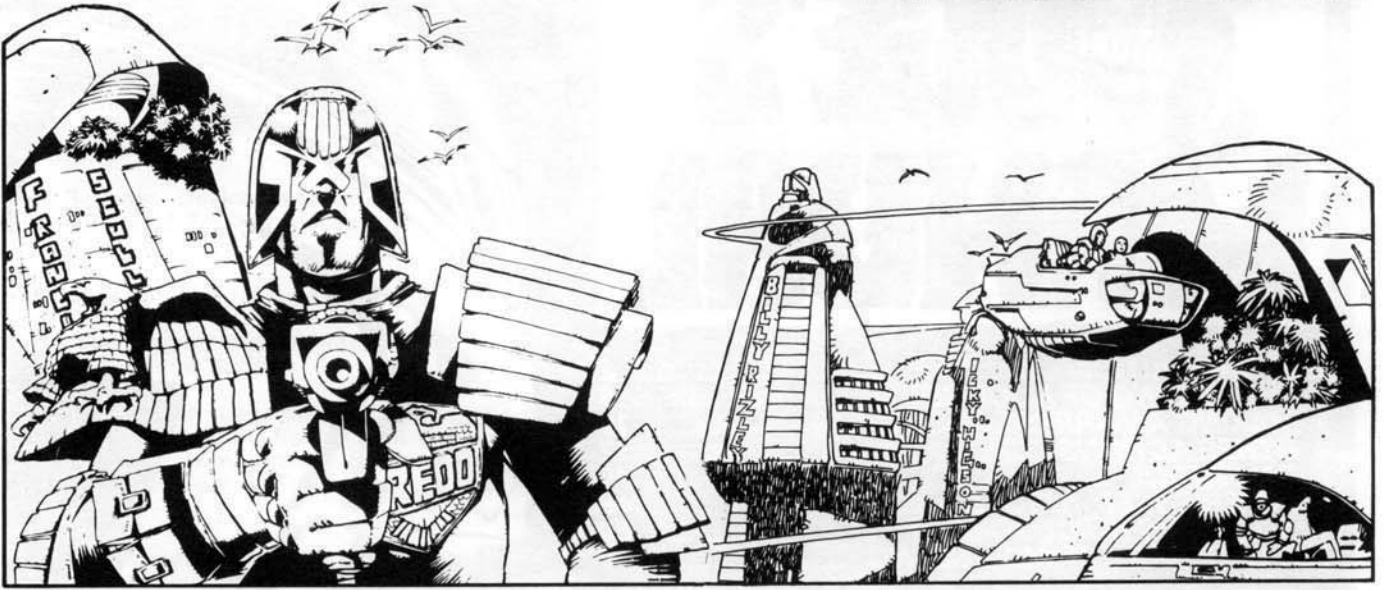
1. INTRODUCTION	2
2. THE MAKING OF A JUDGE	6
3. MAKING AN ARREST	18
4. OTHER ACTIONS	32
5. ON PATROL	40
6. EXPERIENCED JUDGES	48
7. A JUDGE'S GUIDE TO MC-1	60
8. A GLOSSARY OF MC-1 SLANG	66



JUDGE DREDD

THE ROLE-PLAYING GAME

1: INTRODUCTION



One time, a hip Juve could only sit and *read* of Mega-City One in the pages of *2000 AD* comic, and merely *dream* of stalking its deadly streets at the side of that most famous of lawmen, Judge Dredd. With *Judge Dredd — The Role-Playing Game*, however, you can really be there, patrolling the Meg-Ways and Underzooms on your Lawmaster bike, on the lookout for dangerous Perps to arrest. In this volume, you will find rules for creating individual Judges, rigged out with all the necessary skills and equipment, and for patrolling the city, watching out for criminals. There are rules for arresting lawbreakers, using force, weapons, or just plain Authority, and a good many others, all there to help you do your job as a full-time Judge of Mega-City One.

The companion volume to this one, the *Game Master's Book*, has details on setting up and running adventures for Judges, including the many different types of crimes and criminals that abound in Mega-City 1, together with rules for equipment, weapons, aliens, mutants and robots, and much more besides. In short, there are all the rules you need to create hundreds of crime-fighting adventures in Mega-City One!

ROLE-PLAYING GAMES

This game is not a traditional board-game; as the name says, this is a 'Role-Playing Game'. This means that you don't simply throw dice and move a piece around a track on a board in a very abstract way. Instead, each player in the game actually takes on the role of a Judge, almost like an actor in a film, and tries to play the game as if they *really* were that person.

Since everyone plays an individual 'character', as each person in the game is usually called, you also need someone to actually run the game for you. This referee, known as the 'Game Master', doesn't play a character like you do. Instead, he designs the cases for you to solve, using the game rules presented in this book and his own special manual, the *Game Master's Book*. Equipped with an adventure he has designed earlier, your Game Master will then present it to you in the form of a Judges' investigation, revealing the plot piece by piece as you solve each clue or win each fight. He will use the game rules to decide on the outcome of random events — whether one of your punches lands, how fast a speeding car is travelling, and so on — leaving you free to play the Judges and solve the case. Basically, a Game Master presents situations to you, but then asks *you* to decide what to do next.

It is also the job of the Game Master to make the adventures he sets up, the criminals and the crimes he creates, as devious and interesting as he can, in order to make the game as challenging and exciting for his players as possible. The Game Master must be able to do this fairly, however, for the Judges are playing, not against him or her, but the crooks and their crimes that he or she creates, and the rest of the 'world' they run. Although it is the Game Master who takes on the role of the criminals, aliens, robots, and all the other people and entities the Judges have to meet, fight, or arrest, he must remember that he is primarily there to make the game run smoothly and in an exciting, challenging manner. If the Game Master simply kills off all the Judges in the first ten minutes of an adventure there won't be much of a game left to play! (There are more detailed guidelines on how a Game Master creates and runs adventures in *The Game Master's Book*.)

When playing this, or indeed any Role-Playing Game (RPG), it is important that everyone understands that there is no one winner or loser of the game, as such. Because the Judges should be played as though they were, in effect, *real people*, albeit ones living in a fantasy world, their lives should be realistic too, with all that that implies. Certainly, there are triumphs and failures, and it is the high point of many a game when the Judges finally capture a criminal they have been chasing, via all manner of clever clues, for many weeks, but this is a different sort of winning, and should be enjoyed by everyone playing, rather than just one 'winner'. Similarly, the players must not think that they are playing *against* the Game Master; they are attempting to solve the puzzles he sets, and to fight the criminals he has created, but not actually fighting against *him*. To most players, it is the thrill of imagining they are actually there in Mega-City One, stalking the streets as Judges, on the trail of infamous Perps and dangerous aliens, which is the real excitement of playing the game.

The players, when playing their Judge characters, must also try to be unbiased, and forget that they know things that their characters could never know. For example, although Steve Williams (player) may know how to analyse fingerprints, unless Judge Washington (his character) possesses a similar skill, the Judge will not be able to do such a thing. The actual mechanics of the game, such as the number you must roll on the dice to fire a laser gun successfully, for example, would again not be known by your Judge. It is this 'playing in character' aspect that stretches

the imagination of each player, and really makes this a *role-playing* game.

All the players in **Judge Dredd** must remember that they are part of a team, and it is through co-operation, rather than competition, that they will solve the clues, catch the crooks and bring them to justice. Players *must* work together—the streets of Mega-City One (as any reader of *2000 AD* will know) are so tough that a single inexperienced Judge wouldn't last very long, and only the very best Judges go out alone. Even the mighty Judge Dredd needs help sometimes! As the game progresses, and the Judges gain experience and specialist abilities, each will become an individual part of the team, specialising in a field that his or her fellow Judges know very little about. Playing as part of a team will help keep any 'winner' and 'loser' urges down to a minimum as well; and after all, a communal fantasy, shared by a group of people each playing their part, is so much more enjoyable than anything one person could ever dream up on their own!

It must also be remembered that although Judges have a free choice as to what they do when on patrol in Mega-City One, or in pursuit of criminals, they are not free agents as such. All their efforts must be directed towards fulfilling their calling, which is upholding The Law of Mega-City One. On rare occasions, this may even mean that you are forced to 'sacrifice' a favourite Judge character in attempting to perform something against your own best interests. This is the essence of good role-playing, however, and will be looked back on with fond memories later, no matter how much it hurts at the time!

HOW TO USE THESE BOOKS

As you will have seen, the rules to **Judge Dredd—The Role-Playing Game** come in two sections, *The Judge's Manual* and *The Game Master's Book*. They are divided in this manner because there is information in the second volume that only the Game Master should have access to, such as the setting up of crime incidents and rules for running adventures, for example.

At first, everyone should read this volume, *The Judge's Manual*; it gives a general introduction to the game, as well as containing all that a Judge's player should need to know. One person should then elect, or be chosen, to be the Game Master, and only he or she should be allowed to read the *Game Master's Book*. Much of the information the second volume contains would only spoil the game for the players if they knew it, so it is better if only the GM has access to it.

When reading through either book, it is a good idea to follow through the examples, and possibly make up some of your own. Rolling up a few sample Judges to try out the rules with will help you understand any unfamiliar sections; later, try running through a few arrests similar to the examples given. Whilst it certainly isn't necessary to have memorised everything in the *Judge's Manual*, a good knowledge of the basic rule system is very helpful when it comes to playing the game.

EQUIPMENT NEEDED

Apart from the two rulebooks, there are a number of other items which will be of some use in playing **Judge Dredd**, including dice (included in this set), miniature figures, and floor-plans.

Dice

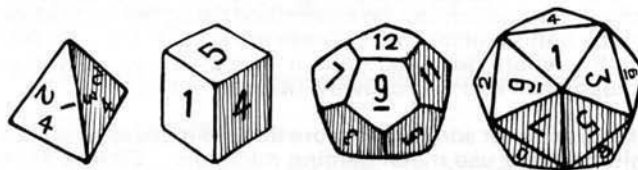
The set of moulded plastic dice included with this game are used throughout it whenever an action has a chance of succeeding or failing, or a particular random number is required.

The shapes of these dice may be unfamiliar to you. Quite simply, each is named after the number of sides it has, or the range of the numbers it can generate. Thus, the 'pyramid' shaped die has 4 sides, can generate a number between 1 and 4, and is simply known as a 4-sided die; this

is usually abbreviated to D4, where D stands for 'die' and the '4' is the number of sides it has. This particular game has dice with 4, 6, 12, and 20 sides.

The four-sided die (D4) is used to generate a number from 1 through to 4; it differs from the other dice in that it is read around the base, rather than on the uppermost surface, because of the pointed 'pyramid' shape (see the illustration). The 6-sided die (D6) and the 12-sided die (D12) are read on the upper surface, and are used to generate numbers from 1 through to 6, and 1 through to 12 respectively.

The 20-sided die is also read from its upper surface. It can, however, be used to generate numbers from 1-10, 1-20, or even 1-100 (ie a percentage). As you will notice, the die has the numbers 1 through to 0 (or 10) twice. To generate a number from 1-10, simply roll the die; when this is required, the die will be referred to as a D10.



Generating a number from 1-20 will require a bit of preparation beforehand. Colour one of the two sets of 1-10 numbers on each die in a different colour from the other set. When a number in this colour is rolled, add 10 to the number. Thus, for example, a blue-inked 5 is 5, but a green-inked 5 is 15. When this sort of number is required, it will be referred to as a D20. (When rolling for a D10, as described above, simply disregard the colour of the result.)

When a number between 1-100 is needed, you should roll two D10, and read the result as if the first was the 'Tens' and the second was the 'Units'. For example, rolling two D10 results in a 6 and an 8; the number generated is therefore 68. When this type of roll is required, it is usually referred to as a D100. This roll is used frequently in **Judge Dredd**, as it can easily be used to simulate the percentage chance of succeeding at a particular action. When used in this way, the idea is to roll less than or equal to the percentage required. For example, with a 48% chance of doing something, any roll on a D100 between 1 and 48 would indicate success.

A few other number-spreads will occasionally be required. A D2 means you should roll a D4, and halve the result. The easiest way to do this is to take 2 from any result above 2; thus a 3 would be 1, and a 4 would be 2. This method can also be applied to a D6 to create a D3, and a D10 to make a D5.

A number *before* the 'D' means roll that many of the die specified. Thus, 4D6 means you should roll 4 six-sideds, and add the result together (to get a number between 4 and 24 in this case); 2D10 is a number between 2 and 20, and 3D2 is one between 3 and 6.

There may also be a need to add or subtract (or 'modify') a die roll. For example, the term D6+1 simply means roll a six-sided, and add one to the score—which gives you a number between 2 and 7. Similarly, D6-1 means roll the die and take one away from the result, to give you a number between 0 and 5. A slightly more complicated example may ask you for something like 2D10+20, where you must roll two D10s, add the scores together, and add a further 20 to the result. This gives a number between 22 and 40, and you will soon discover that you will be using this particular die roll quite frequently.

With careful application of these various principles virtually any spread of numbers can be generated simply by the rolling of a few dice. If in doubt, or you need to apply a value to an action that hasn't been assigned one, assign a percentage chance of success based on how difficult the action is, and use a D100.

Miniature Figures

Although **Judge Dredd** can be played strictly verbally, contained totally within the imaginations of the Game Master and his or her players, this will present problems when it comes to remembering where everybody's Judge is, who is hiding behind who, who can be hit by the man with the gun, and so on.

For this reason, it is very useful to have a number of scaled model figures to represent Judges, perps, monsters, vehicles, and anything else which could crop up in the game. When the figures are arranged on the table-top you will all be able to see exactly where everyone is, and avoid any confusion. Figures also add a focus to the game, allowing all the players to work together around a central area.

Included in this game is a large sheet of cut-out cardboard characters, which can be assembled using the instructions at the bottom of this page. These are scaled at about 25mm high, and are designed to fit in with the playsheets of the shuggy hall and the roadway included in this set.

If you are after something more three-dimensional you can alternatively use metal gaming miniatures. **Citadel Miniatures** make a useful range of Official **Judge Dredd Miniatures**, designed especially for use with this role-playing game. The range includes citizens, punks, juves, and other typical characters as well as Judges and their Lawmasters. You could also use selected figures from other ranges, including gangsters, superheroes, and science fiction figures — after all, Mega-City One is a very weird place!

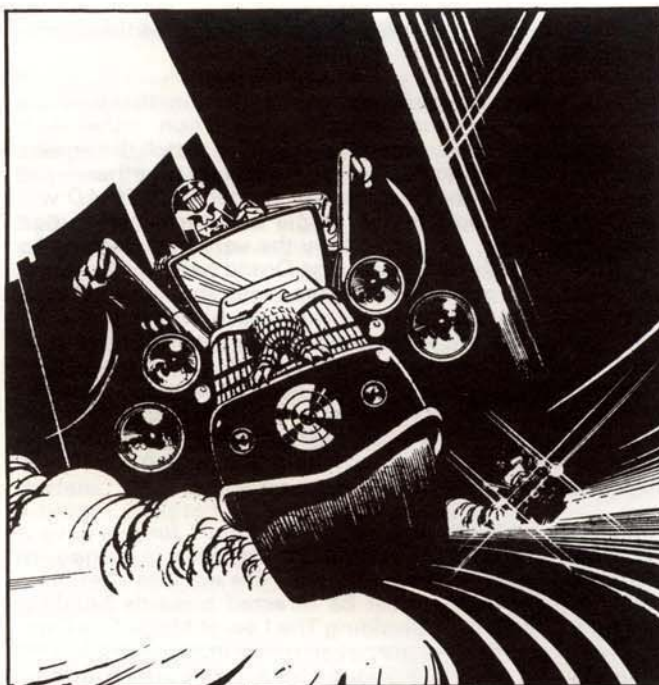
With a little imagination you can also build your own settings on which to play out your adventures, though this is by no means essential. Toys, especially model cars and trucks, are obviously useful. Children's building blocks, railway and modelling accessories, polystyrene sheets and blocks, and all kinds of other oddments can also be useful, using just a little bit of imagination.

Scales

Although movement rates are fully covered in the rules which follow, you will generally need some form of scale if you are playing on a table-top. A standard scale is to use 5cm (2 inches) to stand for 3m (or 10 feet). This will make a 25mm cardboard or metal figure about 2m or 6' tall, and is also compatible with the playsheets in this set and with the commercially available floor-plan sets.

Maps and Floor-plans

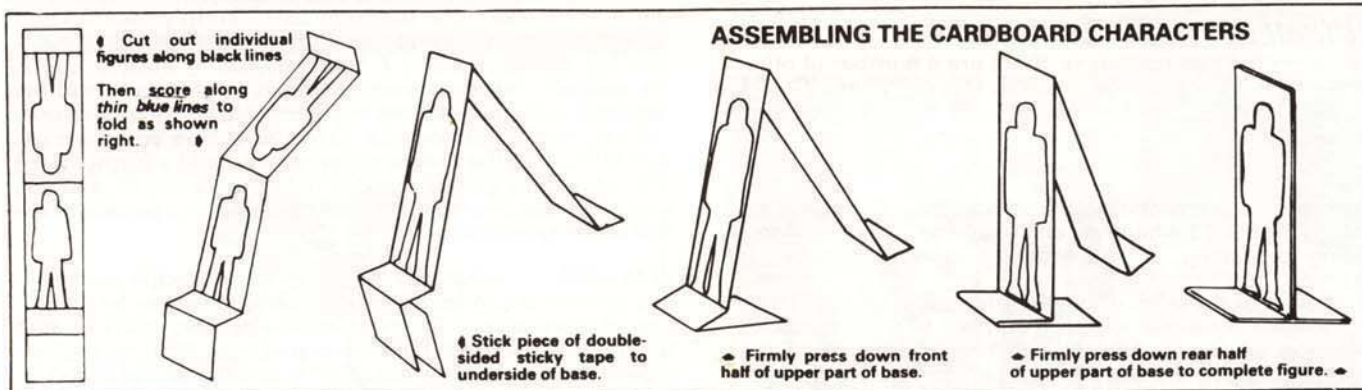
When you are playing an adventure it is useful to have a map or plan of the Judges' location, whether it be a standard Mega-City apartment or the middle of the Cursed Earth radiation desert. When playing without figures you will only need a small sketch map, which your Game Master will draw up on graph or plain paper when designing the adventure for you to play. When using figures, though, it is a better idea to use scaled floor-plans for the important locations. The double-sided playsheet included with this



set is scaled to fit in with the cardboard figures, and the commonest metal gaming figures too. Products such as **Dungeon Floor Plans** will also be useful. These come in sheets printed in a wide variety of floor surfaces, as well useful objects like vehicles and boats, all to the 25mm scale.

Other Equipment

Apart from the dice, the only *essential* items needed are pencils, erasers, and a healthy supply of scrap paper for making notes, drawing rough maps and so on. The two special **Character Record Sheets** on pp18-19 may be photocopied (for personal use only), or you can write the details of your Judge on scrap paper when you create him or her — in a few moments from now...



THE MEGA-TIMES

40 CRED\$

NOVEMBER 2107

The Tough Lives of our Mega-City Judges

by our man at the Academy of Law — Douglas Snoop.

Mornings begin pretty early here for the raw recruit — it's up at 0600, and in the classroom by seven, a time when most of Mega-City's night-people are just about to hit the sack. From 0700 to 1200, a Judge Cadet receives academic tuition from one of the Academy's Judge-Tutors. I asked Tutor Judge Coburn how his pupils took to their rigorous study program, especially the young ones — remember a Judge's training starts at 5 years old!

'We get the Cadets via Gen Con (Genetic Control),' he said, 'so they have no problems taking to it, because they are selected specifically to be ideal pupils, and eventually ideal Judges.'

'But surely,' I asked, 'you get truan- cies, fighting and arguments just like any other school?' Judge Coburn's reply was, 'I was soon to learn, a typical one: 'No, the only thing the Cadets want to be is a Judge. It's a privilege and an honour to be chosen, and no Cadet gives us anything less than his best — complete dedication.' It's true; you only have to look at the older Cadets to see how true these words were. 'Judges are trained to serve the citizens,' said one Cadet I spoke to. 'We can't afford to have emotions or interests, because they are unnecessary to our jobs, and would hinder our interpretation of the Law.'

I grabbed a quick synthi-burger in the canteen, before Tutor Judge Cooper took me round to the Gym. 'It's no good knowing every single Law of the city if you can't enforce any of them,' he told me, thrusting a pair of plasti-flex boxing gloves onto my hands. 'Here we teach every martial art ever practised; we hone every reflex, and teach the Cadets how to deal with injury, stress and violence — all the things they will need out there on the streets!' And with that, he pushed me into the ring. When I came round, Judge Cooper was just saying good-bye to the Medics. 'You just went 8 seconds with Cadet Lee over there,' he said, splashing some noxious liquid onto my bruises. Lee couldn't have been more than seven years old.

After a cup of synthi Synthi-caff, I

could almost move normally again, and went to find Judge Eastwood down at the firing ranges. The stocky Judge was demonstrating fast shooting and dodging techniques to a group of 12-year olds when I arrived. 'The Lawgiver is the most powerful hand-gun in the world,' he told me, 'and a Judge is the most highly-trained lawman in the world.' I didn't argue, as I watched a group of Cadets weave their way through a Fire Tunnel. 'The Fire Tunnel is designed to improve reflexes,' Judge Eastwood told me. 'The student has to get from one end to the other. Between the entrance and exit, however, there are a series of all but invisible laser beams. The Cadet is bound to trip at least half a dozen of them as he traverses the range; once activated in this manner, one of the guns will swing into line, giving the Cadet about a second to spot it, react, and get out of the way before the weapon shoots!' I watched open-mouthed for five minutes or so, but none of the Cadets were hit, which was just as well, as they were using live rounds! It was getting late by now, however, and I was due to go out with some Rookies at 2000 hours, so I left the firing range, heading off to Justice Control. Eastwood's warning came just too late, and then 'Dagga-dagga-dagga!' and I hit the deck double-fast. The Medics seemed pleased to see me again. Fortunately, it was only a minor flesh wound, and I was able to keep my appointment with



Judge Van Cleef and his Rookies. 'Where d'ya get the plasti-cast?' asked Judge Van Cleef, as I tried to shake hands with the famed veteran Lawman. He introduced me to other Judges, both Rookies. When a Cadet is eighteen years old he faces his final examinations, and, if he passes, becomes a Rookie Judge, and is awarded the white helmet and half-eagle insignia that goes with the rank. 'Being a Rookie is a testing time for us,' explained Rookie Judge Tamlyn. 'For one thing, it's our first real experience of the Mega-City. As Cadets, we weren't even permitted outside the Academy complex itself, except as organised touring parties and such like.'

I asked Rookie Judge Dolton if he thought that this isolation from the city made it harder to understand the motives of the citizens. 'Our job,' he said, 'isn't to understand citizens, but to enforce the Law.' I accompanied Judge Van Cleef and Rookie Tamlyn on patrol in Sector 101. Every Rookie spends at least a month working in the company of a senior Judge, an experience which is designed to round off all those years of training. At the end of the day, it rests solely on the word of this senior Judge as to whether the Rookie qualifies as a full Judge or not; it is a measure of the Rookies' dedication to their calling that 99.7% of them make it first time!

'A Judge has got to be on the lookout for crime every waking minute,' Judge Van Cleef explained, disapprovingly declining the stick of Muncie Gum I offered him. 'A Judge has to be able to apply the Law indiscriminately, without favour, and without regard for the severity of the crime. To a Judge, all crime is a breach of the Law, and therefore has to be punished.' It was as I listened to the hardened Judge, that I witnessed Rookie Judge Tamlyn's first ever arrest. 'Citizen Snoop,' she said to me, 'you must know that Littering is an offence.' I looked disconsolately down at the Muncie Gum wrapper in the gutter, and smiled weakly at the Judge.

NEXT WEEK — The Tough Life in our Prison Service. An in-depth probe into the hardships endured by iso-cube guards in the Sector 101 time-stretcher, by our man on the spot, at least for the next 100 days, Douglas Snoop, prisoner number 226/104972.

2: THE MAKING OF A JUDGE



The training of a Mega-City Judge is long and gruelling, but then it needs to be, if only to cope with life on the streets themselves, where on average 48 crimes are committed every second. Children that have the correct genetic make-up to be suitable Judge material are chosen from *Genetic Control* at a very early age, and when they reach 5 years old are enrolled at the *Academy of Law*, a vast Justice Department complex that will be their only home for the next 13 years. The Academy provides everything a growing child could need — schooling, recreation, playmates and friends, and a stable home, but everything is geared to a future life as a Judge.

At the age of eighteen, after all the many years of exhaustive training, a Cadet Judge takes his final examinations, both written and practical, and upon passing receives the coveted white helmet and half-eagle of a Rookie Judge. Rookie Judges are a breed apart from the rest of the trainees: they have their own quarters in the Academy, away from the younger pupils, and a very competitive spirit often prevails between the various Rookies, as each tries to outdo the others in training. At this time, each Rookie is assigned to an experienced Judge, who takes him or her out onto the streets for the first time, to experience 'combat conditions'. Provided they satisfy the Judge, whose word can make or break a Rookie, they are awarded the black helmet and full eagle of a Judge.

In *Judge Dredd — The Role-Playing Game*, the Judges are assumed to have already undergone this arduous and time-consuming period of training, and to have just qualified as fully-fledged Judges, all ready to fight crime on the streets of Mega-City One. This chapter details how each player creates a Judge character, by rolling dice to define their various characteristics and skills, and then adding their equipment and weapons.

CREATING A CHARACTER

Every character in *Judge Dredd*, from the Chief Judge to the lowest Mutant, is defined by way of a number of *characteristics*, dice-generated scores which go together to make up the skills and personality of each individual person.

These characteristics are **Strength** (sometimes known by the initial **S**), **Initiative** (**I**), **Combat Skill** (**CS**), **Drive Skill** (**DS**), **Technical Skill** (**TS**), **Street Skill** (**SS**), **Medical Skill** (**MS**), and **Psi Skill** (**PS**).

Strength is given a value (by rolling a die, or number of dice, as explained later) between 1 and 3, and all the other characteristics range between 1 and 100. Usually, the Judges you play as will start off with quite *low* scores in these characteristics, but there will be opportunities to increase them as they gain experience in solving crimes and arresting criminals (or *Perps* as they are called in the slang of Mega-City One).

As you begin creating your Judge, you should write the various details on a scrap of rough paper; his or her details can be later transferred to the specially-designed *Character Sheets* included later in this chapter, once all the details have been finally worked out.

NAME AND SEX

The first thing you should decide for the character you are going to play, is the *Name* and *Sex* of your Judge. Judges are usually referred to by their surnames only, such as *Judge Dredd* or *Judge Griffin*, (though they do have first names as well), but apart from this any suitable name may be chosen. It may be less confusing if each Judge is given the same name as his player, though this is not essential. As regards the *Sex* of your Judge, Male or Female is allowed, for there is no discrimination in Mega-City One,

and female Judges are at least as good as their male counterparts. Throughout these rulebooks the male form will be used, but this is for simplicity's sake only.

STRENGTH (S)

Roll 1D4 for your Judge's *Strength* score; if the result is a 4, however, count the score as being 2. This will give the Judge a Strength of 1, 2, or 3. This characteristic is a measure of how tough a Judge is — it covers his ability to both inflict and take damage, as well as his build and general fitness. It will be applied should your Judge have to knock down doors or lift heavy objects, bend steel bars or prise open traps. Slightly-built Judges will have a Strength of 1; most characters will have the average score of 2; really tough and/or huge Judges will have a Strength of 3. Female Judges with a Strength of 3 aren't necessarily hulking great monsters who look like East-Meg lady shot-putters, however! Rather, they are tough, with great reserves of stamina and endurance.

As we go along, we're going to create a Judge, to show how it's all done. We've already decided to call him Judge White (and that he actually is a him!), and we'll start off with his Strength score. We roll a 4 on the D4, which is counted as 2: an average score, meaning our Judge is nothing special Strength-wise.

INITIATIVE (I)

For this skill you should roll 2D10, add the scores together, and add a further 20 points, to get a final score between 22 and 40 points. *Initiative* is a measure of the speed and alertness of a character, and like all the skills, except only for *Strength*, it has a full range from 1 to 100. Due to his extensive training, a Judge has a head-start on most other people, and can later increase his score even further with training and experience on the streets. *Initiative* will be used to determine how fast you can move or act, in such situations as fighting, dodging, running, making snappy decisions, and so on. It is also a measure of how fit and dextrous you are, and may be used to determine how far you can jump or swing on a rope, for example.

Our Judge White rolls up his Initiative score using the 2D10, getting an 8 and a 5. Adding these together he gets 13, and the addition of 20 points makes the final score 33. This is an above-average result, and means that White is fairly nimble and alert for a beginning character; this will give him a definite advantage in a fight, as will be seen later...

COMBAT SKILL (CS)

Again, you should roll 2D10 plus another 20 for your Judge's starting *Combat Skill*. A Judge with a high score in this characteristic is a good marksman, is able to handle a weapon better, and is skilled in hand-to-hand fighting. Given time, however, even the lowest of *Combat Skills* can be improved, with practice and experience, so a low CS is only a temporary disadvantage.

Our example, Judge White, only rolls a 2 and a 1, which added to the 20 still only gives a starting Combat Skill of 23. Judge White is going to be spending a lot of time in the firing ranges, working hard at that shooting!

DRIVE SKILL (DS)

Drive Skill is rolled on 2D10 plus a further 20 points; the resulting score is a measure of your Judge's ability at controlling a vehicle. In the 22nd Century just about everyone can control a simple hover-car, but negotiating a high-powered Lawmaster bike along crowded roads with minimum speed limits of 200 kilometres an hour requires a certain amount of training and skill! Judges and other characters with a very high *Drive Skill* are allowed to attempt dangerous stunt manoeuvres and other spectacular driving feats, as will be explained later.

Our Judge rolls his Drive Skill and gets 9 and 8, giving a final score for his DS of 37, another good result. Judge White may be trying some of those stunts sooner than he thought!

TECHNICAL SKILL (TS)

Your Judge's *Tech Skill* is rolled, again, on 2D10 plus a further 20 points, and is a measure of his technical competence when trying to cope with the advanced technology of the era. This will include the use of computers and other sophisticated devices, and the ability to repair damaged weapons and equipment in a hurry. If your starting *Tech Skill* is particularly high, you may be able to specialise as a *Tech-Judge* (see *Special Abilities* below).

Judge White is a typically average character when it comes to his Tech Skill, as he rolled a total score of 29 (1+8+20). It could be worse, however, and can be raised with experience and training.

MEDICAL SKILL (MS)

Generated for beginning Judges by rolling 2D10 plus another 20 points, *Med Skill* will prove to be a very useful characteristic. The streets of Mega-City One where the Judges patrol are highly dangerous places, and a good MS may make the difference between life and death for a Judge. *Med Skill* covers all aspects of First Aid and other medical knowledge; it may also branch out, at higher levels, into detailed knowledge of aliens, mutants or animals.

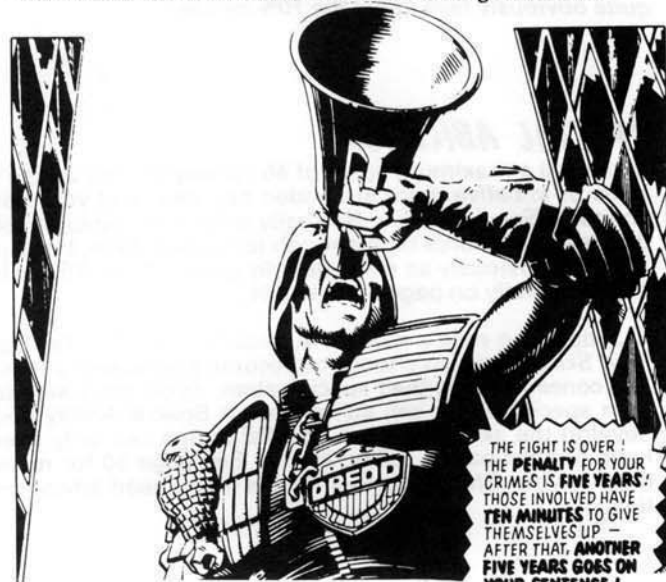
A particularly high starting *Med Skill* may allow your character to specialise as a trained *Med-Judge*, as detailed below.

Judge White, our example Judge character, rolled a 10 and a 9, giving him a total Med Skill of 39; he is obviously not taking any chances out there!

STREET SKILL (SS)

Roll 2D10 plus 20 again for your Judge's beginning *Street Skill*. All Judges are trained to be cool, imposing and unflappable, with a voice that will stop a perp dead at 20 metres! and this is reflected in the *Street Skill* score. The characteristic also covers knowledge of a particular area, and various other 'streetwise' abilities such as sensing whether a perp is lying to you when you interrogate him.

We rolled a 2 and a 6 for Judge White's Street Skill, to give a very average score of 28. He'll definitely have to work on that score if he wants to be as cool as Judge Dredd...



PSI-DIVISION — THE ELITE SQUAD OF JUDGES SPECIALLY CHOSEN FOR THEIR PARANORMAL MENTAL POWERS — PLAYS AN IMPORTANT PART IN THE FIGHT AGAINST MEGA-CITY CRIME. . .

GETTING A PREMONITION...
HOLD UP WILL TAKE PLACE...
STREED FINANCE OFFICE...
TWELVE MINUTES
FROM NOW!



PSI SKILL (PS)

This characteristic is again rolled by using 2D10 and adding 20 to the result, but there are further complications, because the gift of full psychic powers is a very rare one. Any Judge with a *Strength* score of 1 may roll for a bonus of D6 points, which is added to their *PS*. Psychic skills tend to be more prominent in Judges who are of a slighter, more delicate build.

When rolling for *Psi Skill* there is a chance that your Judge is *psychically immune*. This chance is 1 in 10, or 10%. To check whether your Judge is immune, roll a D100; if the score is 10 or less he or she is resistant, and will be totally unaffected by psychic powers directed at them. A Judge who is completely immune will have a *Psi Skill* rated as '000', to indicate their immunity.

If you end up with a *Psi Skill* of 40 or even more, you are eligible to become a Psi-Judge and develop your special talents. These will include the ability to use various psychic powers. If, however, your *PS* is under 40, it can never be increased beyond this by practice — unlike the other skills.

Judge White rolls his *Psi Skill* — two 5s plus the additional 20 points give him a *PS* of 30, a perfectly average score for a Judge. Checking for psychic immunity, he rolls an 85, and quite obviously fails to get the 10% needed.

SPECIAL ABILITIES

If you roll a maximum score of 40 for any of your Judge's skills or *Initiative* there are added bonuses, and you may choose a *Special Ability*. Normally only more experienced Judges have scores high enough to receive them, but this Judge is obviously an exceptionally good officer. All this is explained fully on page 50 onwards.

A Judge who rolls a straight 40-plus for their *Psi*, *Tech* or *Med Skills* may also choose to become a specialist Judge, and concentrate on their special talent. If you don't want to be a specialist you can still choose a *Special Ability* and develop the skill (though a non-Psi Judge can only ever have one Psi-based ability, if any). See page 50 for more details; your GM has further details if you need advice on this.

HANDEDNESS

Once all your Judge's characteristics have been rolled and adjusted, you should decide whether your Judge is *Right* or *Left* handed. The choice is yours, and needs no die roll, as it makes no difference to your capabilities. All Judges are trained to be ambidextrous in their first year as Cadets, but every Judge will have a preferred hand, in which he will usually be found holding a weapon. In the event of an injury to one of his hands, it may be necessary to know which one he was using at the time, which is why it should be chosen now.

A JUDGE'S CHARACTER

Up to now, all the details of your Judge have been abstract, and rather mathematical. In a Role-Playing game such as this one, however, the emphasis should be on playing the character as a real person, rather than simply using it like a playing piece on a board. Those numbers you have just rolled can define your Judge in terms of how strong he is, or how well he can fight; what they don't tell you is what sort of a person he is. In the *Judge Dredd* stories in 2000 AD, you can quite easily see that every single Judge has his or her own particular character. Dredd is stern but fair, always sticking to the letter of The Law with a grim dedication. Anderson, the Psi-Judge, is almost completely the opposite: she is flippant and irreverent, and doesn't appear to take her work too seriously. So what sort of person is *your* Judge going to be? Remember, despite their public image as faceless robots, every Judge you play should be a different person.

When defining your Judge's character, you should remember that Judges are utterly dedicated to the Law that they serve, though each serves it in their own special way, and as far as their job is concerned it is their sole guide on how to govern their actions. Whatever personality you play your Judge as, remember that the Law comes first. All Cadets and Rookies are taught to subdue their own personal feelings, and to let the Law be their guide. As a Judge matures, though, his training will instill in him a reliance on a delicate combination of superb training and strong personal qualities; strength of character is therefore just as important to any Judge.

It may help you consider the sort of character your Judge has, if you decide on the various facets of his character, and his attitudes to the things around him. For each different aspect of his personality, he will vary between two extremes; for example, his character should fall somewhere between 'Very Trusting' and 'Highly Suspicious', for example. Decide upon your Judge's other aspects in the same way, seeing what his sense of humour is like, whether he is a loner or part of a team, a natural leader or a typical



follower, and so on, until you have fully rounded out your Judge's character.

A Judge's attitudes to the various aspects of Mega-City life may also help in defining his character. Judge Dredd, for example retains a very professional distance from everything except The Law he serves — although he looks on much of Mega-City life with distaste, this rarely brims over into an actual dislike. Some Judges, however, get on well with Mutants, whilst others hate them, for example, and the same may apply to other groups — Juves (or young people), Robots, Aliens, or whatever. As you gradually encounters all the differing forms of life, whilst on patrol in the Mega-City, your Judge will form his opinions more clearly, but you may like to have some starting preconceptions.

There can never be any hard and fast rules about how you should go about role-playing your character; the most important things, however, are that you try to differentiate between what you know and what your Judge knows, and try to play *in character*; and above all, that The Law is all.

A JUDGES EQUIPMENT

Life on the streets of Mega-City One for a Judge can be very tough, as you will discover soon enough. For this reason, you have some very special equipment to help you cope, including a toughened protective uniform, a personalised weapon (the *Lawgiver* pistol), your own personal transport (the *Lawmaster* bike), and a number of other special items.



Helmet

Every full Judge wears the characteristic black helmet, which manages to combine communication equipment, a respirator, and an anti-glare visor. The helmet itself is very tough, though flexible, being made of expanded plastisteel resin, and offers your Judge an initial 75%

chance of protection from a head wound (this system is explained further in *Chapter 3, Making An Arrest*).

Radio Microphone

Most importantly, after its initial protection value, the helmet has a *Radio Microphone* built into it. This gives direct access to the Judge's *Lawmaster* bike, and (via the bike's computer) to *MAC*, the Justice Department central computer. This microphone remains functional at all times; it cannot be switched off (an unnecessary function in any case), and therefore doesn't need to be activated should you need it.

Respirator

The *Respirator* is fitted in position at the top of the helmet when not in use; when it is required, you can pull it down over your nose and mouth with a free hand. Respirators are 99% effective against all types of harmful gases.

The *Anti-glare Visor* serves two purposes. Its main function is to protect your eyes from any sudden blinding flashes, from explosions and the like; this it does with a 90% efficiency. It also hides your eyes and much of your face, giving you a very imposing, and imper-



sonal, appearance, which helps command respect from those you encounter.



Padding

You must be prepared to take a few knocks on every tour of duty — it's a tough world out there! As a result, your uniform is strengthened at the elbows, knees, and shoulders with plasti-steel reinforced padding, which is very tough and hard-wearing. Each piece of padding (there is one piece on each arm and each leg) provides a 25% protection chance, as detailed in *Chapter 3*.

Gloves

The gloves you wear are made from a similar material to your uniform's padding, with a light but resilient synthi-fabric strengthened by short strips of plasti-steel. As well as protecting your hands, however, the gloves also provide additional storage space, with each glove having three small pouches on the back of the wrist. Those on the left glove each contain one *Heat Seeker* shot; those on the right have one shot of *Hypo Knock-out* ammunition each. (These types of ammunition are explained below, in the description of the *Lawgiver* pistol.)



Boots

A Judge's boots need to be extra-tough, and are made of the same strong material as your gloves and padding; they also provide space for some of the Judge's weapons. The right boot incorporates the holster for your *Lawgiver* pistol, a position which enables you to draw the weapon quickly when riding your *Lawmaster*, as well as on foot. The left boot incorporates a sheath for a handy *Boot Knife*. (These positions can be reversed for a left-handed Judge.)

Utility Belt

Each Judge's *Utility Belt* incorporates 10 padded pouches, which are designed to be easily opened using only one hand. The following items of equipment are contained within the pouches:

Birdie Lie Detector (1), Bleepers (5), Hand Cuffs (2 sets), Hand Radio (1), Infra-Red *Lawgiver* Sight (1), *Lawgiver* Magazines (3), *Lawgiver* Silencer (1), *Medi-Pack* (1), *Pollution Meter* (1), *Stumm Grenades* (3).

Each of these items is detailed overleaf.





"Birdie" Lie Detector

Every Judge carries one of these highly-useful hand-held devices. If you use it when questioning a suspect, it will help you to tell whether you are getting truthful answers, although your own powers of observation and intuition will also come in handy. When

operating a Birdie, there is a basic 50% chance of spotting a lie, plus your own *Street Skill* score. The actual roll will be done in secret by the Game Master, however, as you should not know whether there is a lie to be detected or not. When it comes to using your Birdie, simply tell your Game Master your *SS* score, and he will inform you whether your subject is telling the truth.

For example, Judge Norden is on the trail of the Perp who has just mugged (or Tapped) a citizen. Spotting a scruffily-dressed Punk hurrying away from the scene, he apprehends him, and begins questioning him about the Tap, using his Birdie. Norden has a *Street Skill* score of 19, which, when added to the basic Birdie score of 50%, gives a chance of detecting a lie of 69%. Whilst the Punk vigorously denies his involvement, the Game Master rolls for the Birdie, on a D100. Getting a score of 22, the GM informs the Judge that the Birdie doesn't register any falsehood (because, in fact, the Punk is telling the truth!).

Bleeper

You will occasionally, during the course of your work, need to put a tail on some one, and to this end you carry a number of Bleepers. Bleepers are small radio transmitters that can be attached to clothing, dropped in a pocket, or stuck to the underside of a vehicle. Using your Lawmaster bike communications unit, you can follow the source of the signal from a distance (up to one whole City Sector!).

Hand-Cuffs

Cuffs are used to restrain arrested Perps once they have been apprehended, either on their own or used in conjunction with a *Holding Post* (see Chapter 5, *On Patrol*). The cuffs themselves are engineered in toughened plasti-steel, and can only be opened using a high-powered cutting tool or the special keys only available at Justice Department buildings.



Hand Radio

The hand-radio provides a useful back-up to your helmet radio, and is powerful enough to allow you to communicate directly to virtually everywhere within the Mega-City, but specifically with MAC, the Justice Department computer. (There is more information

on *Communications*, in Chapter 5, *On Patrol* later.)

Medi-Pack

A Judge's Medi-Pack contains simple dressings and drugs; these include broad-spectrum allergy pills, anti-rad pills, and various anti-biotics. The use of a Medi-Pack will add 10% to your *Med Skill*, when attempting to give First Aid, as detailed in Chapter 3, *Making An Arrest*.)

Pollution Meter

The pollution meter is a simple hand-held device, similar in appearance to a *Birdie Lie-Detector*. Air pollution is a serious crime in Mega-City One, and a Judge has the power to arrest any citizen breaching the many Anti-pollution Laws. Readings from the Pollution Meter

have a 50% chance of being accurate, and so you must also apply your skill and experience when taking readings. You must add your *Tech Skill* score to this 50% chance when testing for pollution or contamination. The die roll will be made in secret by your Game Master, however, as you should not really know whether there is any pollution there to be detected in the first place!



For example, Judge Marsh, on patrol in the seamier side of Mega-City One's Old City, has come across a filthy alleyway behind the ZTT Nosherie. Feeling his stomach protesting already, he reaches for his Pollution Meter. He has a *Tech Skill* of 38, which gives a total chance of detecting any pollution present of 88%. The GM rolls the D100, and gets a 92, telling Judge Marsh that there is no pollution to be detected. Judge Marsh is none too happy about this, as his stomach is obviously telling him otherwise, and moves in to investigate anyway. A Judge should never place too much reliance in his equipment; ultimately, it is the Judge who must decide what is right and what is not.

A JUDGES WEAPONS The Lawgiver

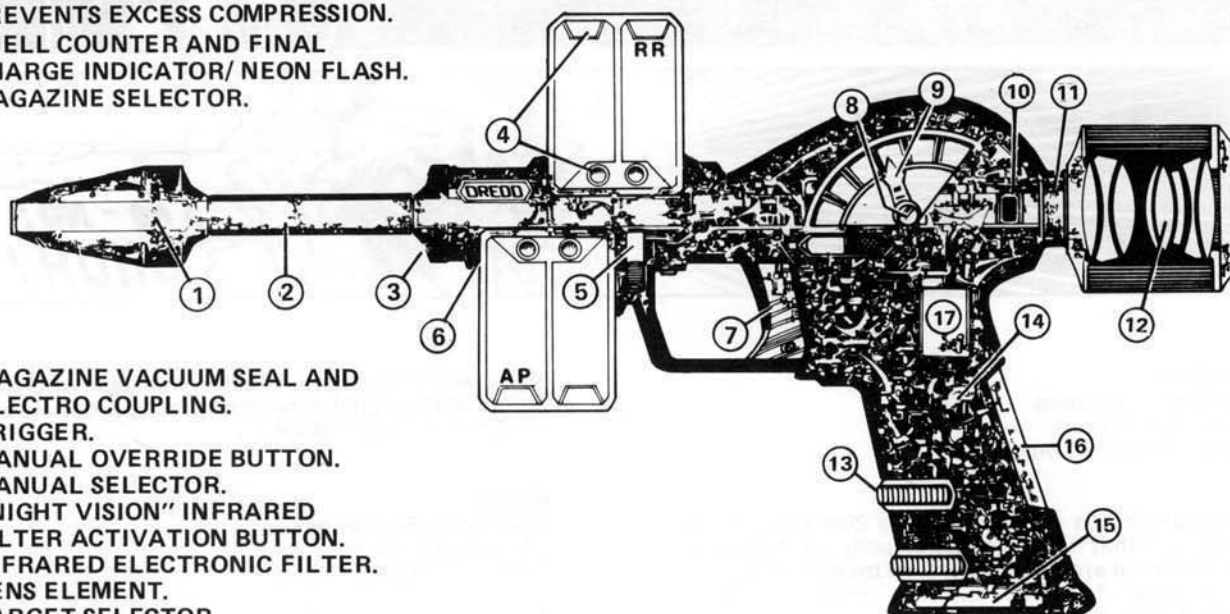
The Lawgiver is the specially-designed, computer controlled, personal hand weapon of all Judges, and you should never be without it. It is usually kept in a holster incorporated into one of your boots, where it is easily accessible from both a standing and a sitting position (such as on the back of your Lawmaster bike). The Lawgiver is a very advanced weapon which includes its own small computer brain, which can lock onto a target, identify it and its range, and flash all the relevant information up on a data readout on the gun's sights.

The Lawgiver is able to fire six different types of shell, as well as two extra *special* shots. Ammunition is carried in 2 magazines: the Primary just in front of the trigger section on the underside of the barrel, and the Auxiliary magazine on the top of the barrel, directly opposite it (see the illustration). Each of the two magazines has two chambers, and each chamber can hold up to 12 shots. As each chamber can be loaded with a particular type of shell, it follows that the Judge has automatic access to 4 of the 6 types of shell at any one time.

The different types of shells, with their varying uses and effects, are detailed below. As detailed later, the *Character Record Sheet* has spaces for recording the different types of ammunition the Lawgiver is carrying at any one time, and for crossing off the different shots as they are fired. Each Judge will probably develop his own favourite combination of ammunition types, and apart from the few restrictions listed below, a Judge may have any combination he

- 1 ELECTRO - IGNITION FOR INCENDIARY SHELLS.
- 2 DIACTINIC BARREL (LIGHT TRANSMITTING PEXALT ALLOY)
- 3 FRONTAL EXHAUST DUCTS, PREVENTS EXCESS COMPRESSION.
- 4 SHELL COUNTER AND FINAL CHARGE INDICATOR/ NEON FLASH.
- 5 MAGAZINE SELECTOR.

JUSTICE DEPARTMENT LAWGIVER



- 6 MAGAZINE VACUUM SEAL AND ELECTRO COUPLING.
- 7 TRIGGER.
- 8 MANUAL OVERRIDE BUTTON.
- 9 MANUAL SELECTOR.
- 10 "NIGHT VISION" INFRARED FILTER ACTIVATION BUTTON.
- 11 INFRARED ELECTRONIC FILTER.
- 12 LENS ELEMENT.
- 13 TARGET SELECTOR.
- 14 COMPUTER.
- 15 POWER PACK.
- 16 PALM PRINT ANALYSER.
- 17 SELF DESTRUCT CHARGE, (LINKED TO 16)

wishes; it is probably best, however, to have as many different types as possible. The *Actions* and *Effect Modifiers* will be explained further in the next chapter, *Making An Arrest*.

The different types of shells, with their varying uses and effects, are detailed below. As detailed later, the *Character Record Sheet* has spaces for recording the different types of ammunition the Lawgiver is carrying at any one time, and for crossing off the different shots as they are fired. Each Judge will probably develop his own favourite combination of ammunition types, and apart from the few restrictions listed below, a Judge may have any combination he wishes; it is probably best, however, to have as many different types as possible. The *Actions* and *Effect Modifiers* will be explained further in the next chapter, *Making An Arrest*.

General Purpose (GP)

Max Range 200 metres
Reloading 2 Actions
Special Effect none

General Purpose ammunition is the most commonly used type of shell; it has no special effects, but has the advantage of its long range. At least HALF the ammunition a Judge carries *must* be GP type.

High Explosive (HE)

Max Range 25 metres
Reloading 2 Actions
Special Effect Area burst

The HE shell is designed to deliver an area-burst explosion. This burst has a diameter of 5 metres, and adds a +1 Modifier to the weapon's Effect, as will be explained further in the next chapter. This shell is limited by its very short effective range, which is due to the weight and nature of the charge, but this is outweighed by its destructive power.

Armour Piercing (AP)

Max Range 100 metres
Reloading 2 Actions
Special Effect +1

AP shots are designed to give an extra punch, at comparatively long ranges. When using an AP shot, there is a +1 Effect Modifier, and all armour is treated as though it gave 25% less protection than usual. Thus, an armoured helmet, normally giving 70% protection, would only protect the character wearing it 45% of the time.

Incendiary (I)

Max Range 100 metres
Reloading 2 Actions
Special Effect Burning

Incendiary shots explode, to shower their targets with an unstable and inflammable chemical. The shot hits with a normal Effect, but there is then a 90% chance that the target will catch fire. These flames will cause an extra +1 to the Effect in that *Combat Round*, and then +3 for each subsequent Round, until the flames are put out. (There is more information on these shells, and the effect of Burning, in the *Game Master's Book*.)



Grenade (G)

Max Range 50 metres
Reloading 2 Actions
Special Effect Area burst

A grenade shot is very similar to a 20th Century shotgun cartridge, in that it gives a low velocity hit, spread over an area. The burst area of the shell is 5 metres in diameter, hitting with a -1 Effect. Grenade shells are useful in incapacitating, but not killing, large crowds of opponents.

Rubber Ricochet (RR)

Max Range 50 metres
Reloading 2 Actions
Special Effect See below

The titanium-tipped Rubber Ricochet shell is designed to bounce off walls and ceilings, and flush Perps out of enclosed spaces, such as rooms, tunnels, and so on. An RR shot is only truly effective when used in this manner. In a room or vehicle, or other 'box shaped' area, the shell causes a double-chance *Wild Fire* hit on every occupant; in a tunnel or passage, the shell causes a double-chance *Wild Fire* hit on each target within 5 metres of the first person or object to be hit. The double-chance means that if the standard chance is 3%, in this case it would be 6%, and so on. (The *Wild Fire* hit is fully explained in the next chapter, along with all the other mechanics of *Weapons Combat*.)

Lawgiver Accessories

Heat Seekers

Max Range 50 metres
Reloading 2 Actions
Special Effect See below

These are small, heat-guided missiles, which fit on to the end of the Lawgiver's barrel, and are propelled by a GP shell. Each Judge carries up to 3 Heat Seekers in his glove pouches, and loading one takes the usual 2 Actions. Heat Seekers are especially tuned to home in on to human body temperature; consequently, they are useless against animals, robots, or aliens. They are, however, very useful against humans in the dark, or hidden amongst a group of inanimate objects. *Hotshots*, as they are called, have a *minimum* range of 15 metres — below this distance they will not work: they have a built-in safety cut-out to stop them doing a quick about-face and shooting their firer. Heat Seekers always hit the nearest target within a 90 degree arc, up to its maximum range (50m); if there is no eligible target, there is a 75% chance it will hit the nearest target within a

180% arc. (The Game Master will deal with all the fine points of Heat Seeker fire from the appropriate sections in the *Game Master's Book*.)

Hypos

Max Range 50 metres
Reloading 2 Actions
Special Effect see below

A Hypo works in exactly the same way as a Heat Seeker, but rather than having a standard shell they instead deliver a measured dose of a knockout drug. This delivers a standard *Knock-out*, as detailed in the next chapter.

Silencer

The Lawgiver's Silencer is kept in a pouch in your Utility Belt. It may be used with any Lawgiver shot, except Heat Seekers or Hypos, to deliver a noiseless, flashless shot.

Infra-Red Sight

The Lawgiver's IR Sight is stored in your Utility Belt until needed. When used, it slots into a groove on the top of the Lawgiver's barrel, and allows a Judge to observe at night as though it were normal daylight.

Self-Destruct Charge

Every Lawgiver is protected from any misuse by the inclusion of an inbuilt hand-print sensor. A Lawgiver can only ever be used by the Judge whose print is registered in the gun's computer; should anyone else try and use it, the gun will immediately explode, causing a random-location hit, with a +2 Effect Modifier, as many Perps have found to their cost! This does, of course, also mean that you may not use a fellow Judge's Lawgiver either, however.

Stumm Grenade

Stumm Gas is used to quell rioting and unruly behaviour, by causing extreme giddiness and vomiting. There is also an occasional chance that it will induce an extreme allergic reaction which requires hospitalisation.

The effects of the gas are instantaneous, and any character (including any Judges!) caught in it without a respirator will be affected. The gas causes any person inhaling it to drop all weapons and other hand-held equipment; their eyes become clouded and water terribly, breathing becomes painful, and they have trouble even standing up. As a result, of course, Stumm gas is very useful when controlling crowds of rioting citizens, or mobs of criminals. Every Judge carries 3 Stumm grenades. They can be thrown, and explode with a burst radius of 5 metres.

The Lawmaster

The Lawmaster bike is the Judge's own personal transport, a specially designed armoured motorbike to provide long-range mobility, heavy firepower back-up, and access to vital communications links. Lawmasters have powerful inbuilt computer units, which provide instant access to MAC, the Justice Department central computer and all its vast data files; it can also be used to run the Lawmaster independently from its Judge on auto, if commanded.

Full Speed: 570 kph
Maximum Speed: 480 m/Round
Acceleration/Deceleration Rate: 80 m/Round
Maximum Stop Speed: 120 m/Round

Each Judge has his own particular Lawmaster bike, and may ride it, and use all of its equipment manually, or he may set it on *Automatic*, under the control of the bike's computer. And instead of having to manually flick a switch to turn on the lights, or fire the Bike Cannon, a Judge may simply vocally order the computer to do it for him. The Lawmaster's steering, drive and weapon systems are turned over to *Manual* mode as soon as you sit in the driving seat, but you may decide to vocally or manually order the Lawmaster to take over any of these positions. The Lawmaster has the following features:

Armoured Seat

The Lawmaster's seat is armour-plated, with 12mm of plasti-steel, and is designed to give some degree of protection to the Judge's back.

Bike Computer

The Lawmaster's computer is its single most important feature, for it governs all of the bike's operations. It has its own personality, to some extent, and can deliver information to its rider via a *Vocal Synthesiser*. Like any other Computer or Robot, it has its own Characteristic Scores, just like a normal character, and these are applied when the Lawmaster is running on Automatic (as though the bike suddenly became a new person!).

Lawmaster Computer	S	I	CS	TS	SS	DS	MS	PS
	-	25	30	30	0	60	0	0



Communications Unit

This unit gives audio and visual contact with either Justice HQ, or your own divisional Sector House. The unit's tele-screen transmits as well as receives pictures, and may be activated or deactivated either manually or verbally. There is also a hand-held radio, connected to the unit with 1m of coiled cable. Fitted into the corner of the unit is the small red *Emergency* button: this is the Judge's S-O-S alarm, which immediately summons other Judges to aid the presser. This button is only there to be used as a very last result, however; Judges are meant to be able to stand up to a lot of punishment before they need assistance!

Engine

The Notron 4000cc V8 engine is the power behind the Lawmaster, and generates enough energy to run virtually all the bike's multitude of functions. As it is so vital, it is protected behind 12mm of plasti-steel plating. It runs on specially-formulated non-flammable fuel developed by the Justice Department Tech-Judges.

Firerock Tyres

The Lawmaster is expected to hold its own across a wide range of road and terrain conditions, and so the large balloon tyres are reinforced with steel bands, and are virtually bullet proof as well.

Fuel Tank

Since it is the most vulnerable part of the Lawmaster, the fuel tank is hidden away in the middle of the body and is armour-plated for extra protection. For even greater safety, the Lawmaster runs on specially formulated fuel, which is much less flammable than usual petrol.

Lamps

Each Lawmaster has 5 normal headlamps, and one special Infra-Red Lamp (for night work). The 5 headlamps are arranged in two banks: the two main lamps, and then three back-up lamps, which are used in fog or heavy rain. The Infra-red Lamp will light up an area of darkness as if it were normal daylight, and will also be able to spot heat traces, such as recent footprints!

Scatter Gun

As well as the Lawgiver pistol, a Judge has a back-up weapon, a Scatter Gun, which is kept in a holster to the right of the Lawmaster's Fuel Tank

Max Range 75 metres
Reloading 1 Action from cartridge
 2 Actions to replace cartridge
Special Effect -1 Effect Modifier

JUSTICE DEPARTMENT LAWMASTER



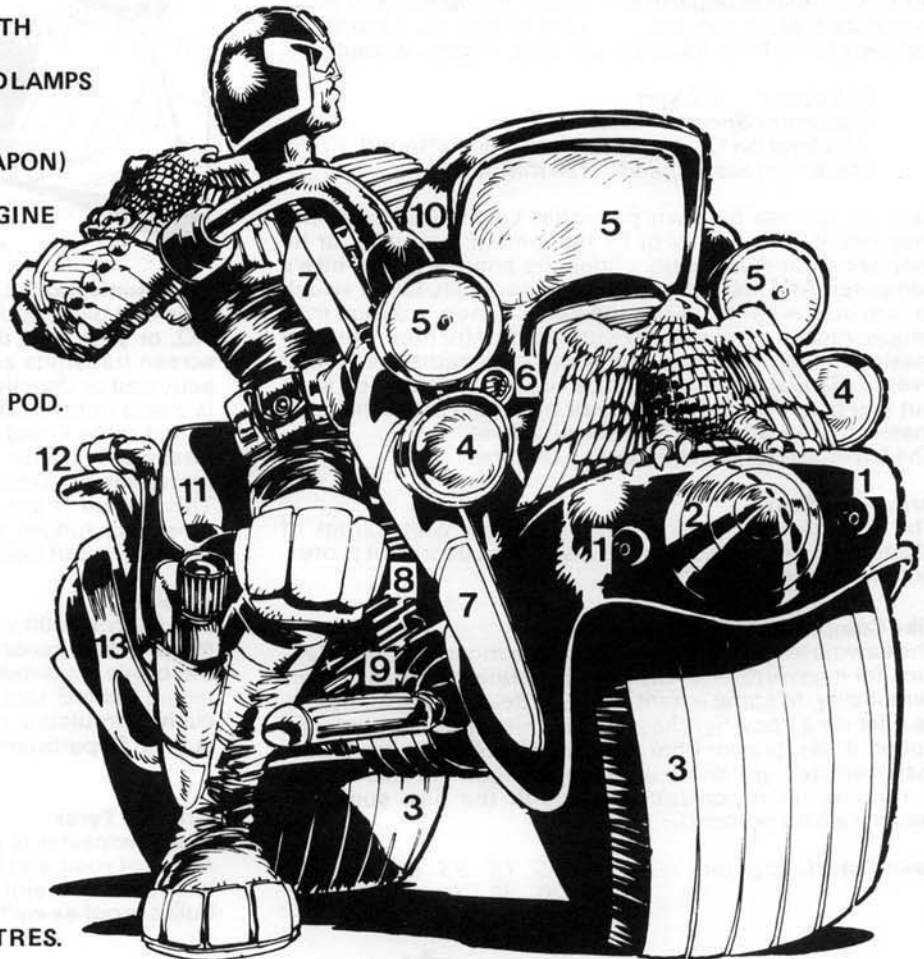
- 1 TWIN 20 mm BIKE CANNONS WITH AUTOMATIC COMPUTER TRACKING.
- 2 "CYCLOPS" PHYLON TX LASER WITH DELTON PHASING.
- 3 BULLET-PROOF 'FIREROCK' ALL WEATHER TYRES.
- 4 SECONDARY HEADLAMPS WITH AUTO CUT-IN FOR FOG.
- 5 MAIN SODIUM/QUARTZ HEADLAMPS WITH STROBE OVER-RIDE.
- 6 INFRA-RED LIGHT.
- 7 SCATTER GUN (BACK UP WEAPON)
- 8 ARMoured FUEL TANK.
- 9 NOTRON 4000 cc V8 KT23 ENGINE WITH ASB QUADRUPLE CARBURRETORS.
- 10 COMMUNICATIONS AND COMPUTER UNIT.
- 11 ARMoured SEAT.
- 12 TWIN EXHAUST OUTLETS.
- 13 AMMUNITION AND STORAGE POD.

ENGINE SPECIFICATIONS.

DISPLACEMENT: 4000 cc.
 COMPRESSION RATIO: 16.5:1.
 MAX HORSE POWER: 250 Bhp.
 MAX TORQUE: 60.5 kg-m.
 MAX SPEED: 570 kmph.
 STARTING SYSTEM: ELECTRIC.
 GEARBOX: 6 SPEED.
 CLUTCH: MULTI PLATE WET.

DIMENSIONS.

OVERALL HEIGHT: 1156 mm.
 OVERALL WIDTH: 950 mm.
 OVERALL LENGTH: 2500 mm.
 WHEELBASE: 1956 mm.
 WEIGHT: 48 kgs.
 FUEL TANK CAPACITY: 54.04 LITRES.



The Scatter Gun is a pump-action gun, rather like an advanced version of a 20th Century shot-gun, which can fire cartridges or Stumm grenades. Each gun can hold up to 12 cartridges at any one time, in a tube beneath the breach. More cartridges can be inserted, up to a maximum of 12, at any time.

Stowage

The Lawmaster's stowage space consists of two large panniers which straddle the rear wheel of the vehicle. These pod-like containers are armoured, and contain the following items:

Spare for- Bike Cannon
 Bike Computer
 Communications Unit
 Cyclops Laser
 Headlamps
 Infra-Red Lamp
 Lawgiver Pistol
 Vocal Synthesiser

Other Equipment- Ammunition for Bike Cannon, Scatter Gun, Lawgiver, Cling Net, Cuffs, Hand bombs, Spare Medi-Pack, Rad Suit, Respirator, and Stumm Grenades.

Vocal Synthesiser

The Lawmaster's Vocal Synth allows the bike's computer to speak to its rider, allowing the Judge to keep his eyes on the road, rather than having to read the information off the bike's vid-screen. This unit can also be used in reverse, to amplify a Judge's voice like a megaphone, enabling it to be clearly heard up to 200 metres away.

Lawmaster Armaments

The Lawmaster has two distinct weapons: the Cyclops Laser, and a pair of Bike Cannon. These may be fired manually, or via a vocal command. If fired via the vocal command, the Bike Computer's *Combat Skill* will be used, rather than yours. If both weapons are fired at the same time, they must be fired at the same target, as their aim depends upon the direction of the Lawmaster's steering bars.

The Bike Cannon

Max Range 200 metres
Reloading 2 Actions each
Special Effect +2 Effect Modifier

The Lawmaster's cannons are mounted in pairs, on either side of the front wheel. They are aligned so that they fire together, at the same time and at the same target. The cannons fire 20mm calibre ammunition, in 36 individual shots or 6 bursts (of 6 shells each) or any combination of the same. To reload the magazine, the Lawmaster must be stationary; the magazines are stored in the Lawmaster's stowage panniers over the rear wheel.



Cyclops Laser

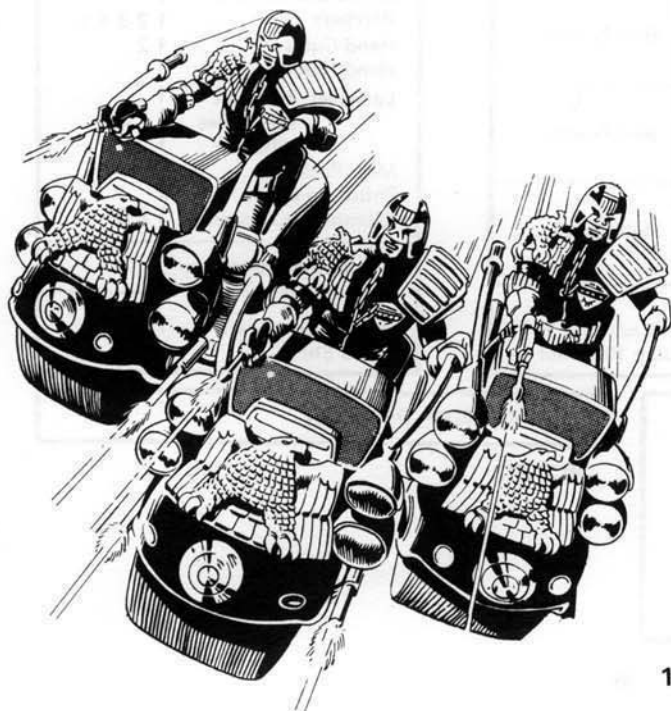
Max Range 500 metres

Reloading 1 Game Turn to repower

Special Effect Varying effect — see below

The laser mounted into the front of the Lawmaster is a small version of a standard Laser Cannon, which draws power from a generator which in turn is powered by the bike's engine. The laser only stores sufficient energy to power *one* firing. After this, the generator must be allowed to recharge, a process which takes one whole *Game Turn*.

The *Hit Effect* of the laser varies tremendously according to its range. At short range, it is high, but at long ranges the effect tails off sharply. The weapon hits with a burst diameter of 5 metres. At a range of up to 50 metres, the Effect Modifier is +3; between 51 and 200 metres it has a +1; and over 200 metres there is no Effect Modifier.



THE CHARACTER SHEETS

Now that you have created your Judge and learnt about his equipment, you can transfer all his details to the specially-designed *Character Sheets* included here. If necessary, you have permission to photocopy these sheets, for personal use only. When filling in your sheets, it's advisable to use a pencil or erasable ballpen, as you may need to change some details later on.

There are two specific sheets for each Judge. The first is for your Judge's characteristics, together with the weapons and equipment he is carrying on him. The second is a reference sheet for his Lawmaster bike. No details need to be entered upon this sheet, but it is a useful summary of the bike's attributes and equipment.

The Judges Sheet

Name: Insert the Judge's name into the badge, and yours under 'Player'.

Sex: Your Judge may be male or female.

Handed: Right or Left; don't forget this is only the Judge's 'dominant' hand. All Judges are trained to be ambidextrous.

Characteristics: Insert your scores under the appropriate headings. *Strength* and *Initiative* scores should be recorded as 'Original' scores. These may be modified during the course of an adventure, as a result of being wounded; the modified scores can be entered under 'Present' scores.

Actions & Phases: These tell you how fast you can act in a fight, and are fully explained in the next chapter, *Making an Arrest*. When you cover them, insert them here.

Hit Locations: The number ranges are used when someone shoots and hits your Judge, to determine where the shot lands (see *Chapter 3*). The numbers against the figure are for use with 'Missile Weapons'; when in 'Hand-to-Hand Combat' use the other numbers.

Armour: The armour protection scores of your helmet, and arm and leg padding, should be inserted here. As detailed earlier, your Helmet initially gives 75% protection, and each limb has 25%, though these scores may be reduced if they are damaged.

Lawgiver: As detailed earlier, your gun has two magazines, each of which can have two types of shell. You should note down which types of shells are in which magazine, and for the other 3 magazines stored in your belt pouches too. Remember that at least half of your shells *must* be General Purpose. As you fire each shot, tick off the numbers, so you have a record of how many shells you have left.

Equipment: This details the various items you are carrying. Tick off the numbers as you use or leave behind an item.

Special Abilities: This space is for when your Judge gets more experienced at his work, and acquires some *Special Abilities*, which may be noted here. See *Chapter 6* for more details.

Experience Points: Keep a running total of your EPs here, when your Game Master awards them to you (for clever play, successful arrests, and so on). You start with none, however, so leave this box blank.

The Lawmaster Sheet

This second sheet contains the complete *Profile* of your high-powered bike. Everything detailed upon the sheet should either be clear, from earlier in this chapter, or will soon become so, from future chapters (so don't worry if it is a little puzzling at the moment!) Unlike the Judge's sheet, there is very little record-keeping to be done. The only necessary task is to keep track of the shells your bike has fired, and the equipment you use, by crossing off the numbers, as before.

JUDGE RECORD SHEET



PLAYER:

SEX:
HANDED:

Head 01-05 Armour ☐

MISSILE FIRE Hit Locations



Chest 06-30

Right Arm 51-60
Armour ☐

Abdomen 31-50

Left Arm 61-70
Armour ☐

Right Leg 71-85
Armour ☐

Left Leg 86-00 Armour ☐

STRENGTH		INITIATIVE		COMBAT SKILL	
original	present	original	present		
DRIVE SKILL		TECH SKILL		STREET SKILL	
MEDICAL SKILL		PSI SKILL		ACTIONS	PHASES

LAWGIVER			
Tick off shots as they are fired			
MAGAZINE	CHAMBER 1	CHAMBER 2	STORAGE
1	Type: Shots: 1 2 3 4 5 6 7 8 9 10 11 12	Type: Shots: 1 2 3 4 5 6 7 8 9 10 11 12	Gun
2	Type: Shots: 1 2 3 4 5 6 7 8 9 10 11 12	Type: Shots: 1 2 3 4 5 6 7 8 9 10 11 12	Gun
3	Type: Shots: 1 2 3 4 5 6 7 8 9 10 11 12	Type: Shots: 1 2 3 4 5 6 7 8 9 10 11 12	Belt Pouch
4	Type: Shots: 1 2 3 4 5 6 7 8 9 10 11 12	Type: Shots: 1 2 3 4 5 6 7 8 9 10 11 12	Belt Pouch
5	Type: Shots: 1 2 3 4 5 6 7 8 9 10 11 12	Type: Shots: 1 2 3 4 5 6 7 8 9 10 11 12	Belt Pouch
GP = General Purpose (-) I = Incendiary (+1/+3) HE = High Explosive (+1) G = Grenade (-1) AP = Armour Piercing (+1) RR = Rubber Ricochet (-)			

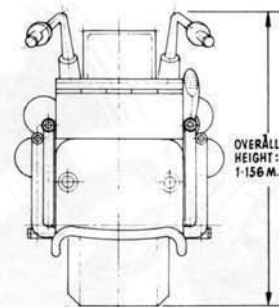
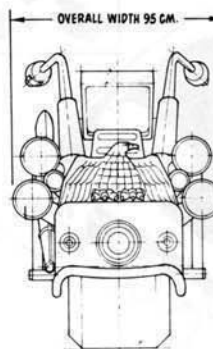
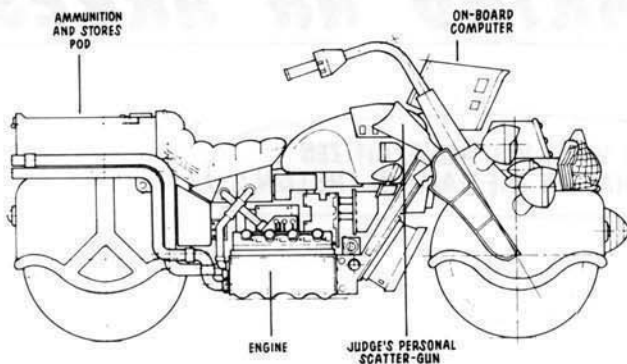
HAND-TO-HAND COMBAT	
Head 01-10	Right Arm 31-45
Chest 11-15	Left Arm 46-60
Abdomen 16-30	Right Leg 61-80
	Left Leg 81-00
EQUIPMENT	
Belt Pouches:	
Birdie Lie Detector	1
Bleepers	1 2 3 4 5
Hand Cuffs	1 2
Hand Radio	1
Lawgiver: IR Sight	1
Magazines	1 2 3
Silencer	1
Medi-Pack	1
Pollution Meter	1
Stumm Gas Grenades	1 2 3
Glove Pouches:	
Heat Seeker Shells	1 2 3
Hypo Shells	1 2 3

SPECIAL ABILITIES:

EXPERIENCE POINTS:

NOTES:

LAWMASTER RECORD SHEET



RANDOM HIT	TARGET POINT	SIZE	ARMOUR
01-10	Bike Cannon (2)	Small	10%
11-20	Bike Computer	Small	20%
21-30	Coachwork	Small	25%
31-35	Communications Unit	Small	20%
36-40	Cyclops Laser	Small	10%
41-50	Engine	Small	50%
51-55	Fuel Storage	Small	25%
56-60	Infra-Red Light	Small	
61-65	Headlamps (5)	Small	
66-75	Rider (Judge)	Small	25%
76-80	Steering Unit	Small	10%
81-90	Stowage	Small	25%
91-00	Tyres (2)	Small	70%

FULL SPEED: 570kph
 MAXIMUM SPEED: 480m/round
 ACC/DEC RATE: 80m/round
 STOPPING SPEED: 120m/round

TARGET SIZE: NORMAL

BIKE CANNON May fire single shot or burst of 6 rounds.

Magazine

Barrel 1 1 2 3 4 5 6 7 8 9 10
 11 12 13 14 15 16 17
 18 19 20 21 22 23 24
 25 26 27 28 29 30 31
 32 33 34 35 36

Barrel 2 1 2 3 4 5 6 7 8 9 10
 11 12 13 14 15 16 17
 18 19 20 21 22 23 24
 25 26 27 28 29 30 31
 32 33 34 35 36

COMPUTER UNIT

INITIATIVE	25	DRIVE SKILL	60
COMBAT SKILL	30	ACTIONS	2
TECH SKILL	30	in PHASES	4,7

RANDOM HIT TARGET POINT SIZE

01-30	Non-Vital Component	Small
31-00	Vital Component	Small

STOWAGE

Equipment:

Ammunition:

Bike Cannon Magazines	1 2 3 4 5 6
Lawgiver GP Magazines	1 2 3 4 5 6 7 8 9 10
Scatter Gun Shells	1 2 3 4 5 6 7 8 9 10
	11 12 13 14 15 16 17
	18 19 20 21 22 23 24
	25 26 27 28 29 30
Scatter Gun Stumm Shells	1 2 3 4 5 6

Cling-net	1
Hand Cuffs	1 2 3
Medi-pack	1 1
Rad-suit	1
Respirator	1 2
Stumm Gas Grenades	1 2 3 4 5 6 7 8 9 10

Non-Vital Component Spares for:

Bike Cannon	Cyclops Laser
Bike Computer	Lawgiver Pistol
Communications Unit	

Replacement Spares for:

Headlamps	1 2
Infra-Red Lamps	1 2
Vocal Synthesiser	1

NOTES:

3: MAKING AN ARREST



From the moment he sets foot on the streets of Mega-City One for the very first time, each and every Judge knows very rapidly what it is like to arrest someone. Arresting criminals is a way of life for your Judge, and the tide of offenders whose arrests are demanded can never be stemmed. As part of your training, you will have been through many robot-simulated arrests, using both fake and real ammunition, but there is no way of ever substituting that first feeling of danger and excitement when you make your first ever real-life arrest on your own.

When making arrests, there are certain procedures that you *must* follow. The first is the concept of *The Challenge*. Except in certain rare circumstances, you must always issue a warning to a prospective target before you shoot, though this doesn't apply to firing over a Perp's head, or shooting at a door, for example. This in turn allows each criminal the chance of surrendering without a fight. Should the target fail to give himself up, and decide instead to fight it out, the rules for either Weapons or Hand-to-hand Combat (or both) should be used to determine the outcome of any fight.

GAME TURNS AND COMBAT ROUNDS

When trying to simulate, in game terms, a highly abstract and chance-ridden event like a fight, the first thing you need is a method of dividing up all the action into manageable sections. To this end, time in the game is divided up into two relative periods — the *Game Turn*, and the *Combat Round*.

Arrests, including fights, chases, and so on, are divided up into individual Combat Rounds. *Six Combat Rounds* go together to make up *one Game Turn*.

This second term is used when describing lengthier actions, such as driving through the Mega-City, searching

for data in a massive computer file, and so on. Although there is no set time period for either one Game Turn or one Combat Round, it is appropriate to consider that a Combat Round is approximately 10 seconds long, which makes each Game Turn about a minute long.

ACTIONS

Depending upon your *Initiative* score, you can perform a certain number of *Actions* in a particular Combat Round. To determine the maximum number of Actions your Judge can perform in a single Round, simply divide your *Initiative* by 10, rounding up to the nearest whole number. (Thus, an *I* of 9 gives 1 Action, an *I* of 48 gives 5 Actions, and an *I* of 83 gives 9 Actions.) This doesn't just apply to Judges, but to all other characters as well. On average, a starting Judge will have either 2 or 3 Actions; with training and experience, any character can increase their *Initiative* scores, however, and thus increase the number of Actions they can perform. This is covered further in *Chapter 7, Experienced Judges*.

PHASES


Once you have determined how many Actions your Judge can perform in a particular Combat Round, the next step is to determine *when*, during the Round, these Actions may be performed. This is because characters with a higher number of Actions may be able to perform them before, during, and after the Actions a slower person performs.

To this end, each Combat Round is divided up into 10 *Phases*; you may perform actions in some of these Phases, but not in others, depending upon how fast you are. There are *Active Phases*, in which you may perform an Action, and *Inactive Phases*, in which you may not. The number of each of these two types depends on your *Initiative* and your Actions.

Within a particular Combat Round, all Actions occurring in

the *same* Phase are assumed to be happening simultaneously. However, since it would be impossible for a Game Master and his players to do everything all at once, in each Phase where two or more characters are entitled to perform an Action, the character with the *lowest Initiative* declares the Action he is making first, and the character with the *highest Initiative* declares last. This represents the faster character's ability to act swiftly on a quick appraisal of the situation. Although the Actions are *declared* in this order, they are actually *performed* simultaneously.

To determine the actual Phases on which your Judge may perform an Action (his Active Phases), and those on which he may not (Inactive Phases), consult the following chart. The number of Actions you have should be cross-referenced to find the individual Phases (out of a possible 10) that you may perform an Action in. When it comes to running through a fight, your Game Master will run through the Combat Rounds, asking whether anyone is able to perform an Action in Phase 1, then in Phase 2, and so on. When it comes to the Phases *you* are able to perform Actions in, simply state what you would like to try and do.



No of Actions	1	2	3	4	5	6	7	8	9	10
1	-	-	-	-	-	X	-	-	-	-
2	-	-	-	-	-	X	-	-	X	-
3	-	-	X	-	-	X	-	-	-	-
4	-	X	-	X	-	X	-	X	-	-
5	X	-	X	-	X	-	X	-	X	-
6	X	X	-	X	X	-	X	X	-	X
7	X	X	-	X	X	-	X	X	X	-
8	X	X	X	-	X	X	-	X	X	X
9	X	X	X	X	X	-	X	X	X	X
10	X	X	X	X	X	X	X	X	X	X

'X' Active Phase; '-' Inactive Phase

For example, a Judge with Initiative 23 is entitled to 3 Actions per Combat Round, which may be performed in Phases 3, 6, and 9. In all other Phases (that is, numbers 1, 2, 4, 5, 7, 8 and 10 in this case), this Judge may not do anything.

Should there be one or more Phases in which no characters may make an Action, the GM will simply move on to the next one. Bear in mind, too, that no character *has* to make any Actions, and may instead decide to do nothing. In fact, there may be quite a few Actions wasted in conferring with friends about tactics and problems, reacting with surprise to a sudden event, and so on.

THE ACTIONS

Now that you know *when* you can do something, you must work out *what* you can do. Everything you can do is called an *Action*, and you can make 1 Action in every Active phase you have.

Below is a short list of sample Actions. It is by no means complete or exclusive, however; although it lists the most common Actions, Judges and other characters will invariably want, or need, to make Actions not listed. In these cases, the move in question may be fitted into the framework by assigning it an Action, or a number of

Actions. A little common sense will tell you what a character can or cannot do in the space of one Action.

Move

Walking & Running: You may move up to your full movement rate, using 1 Action. This rate is 2m walking, or 4m running, per Action you spend. Up to 4 Actions per Combat Round can be used for Move Actions, if your character's Actions allow it, to create a maximum running speed of 16m per Combat Round.

However, if you did not spend your previous Action running, you may only run 3m in your first Move Action. If you have other Actions remaining, you may use these as normal (though not for a Move Action if 4 have been used in this Combat Round, of course).

Jumping: Any one Move Action may incorporate a 4m horizontal, or 2m vertical leap. The other 2 metres remaining (if any) are assumed to be your run-up. You may also stack up Move Actions, using them as a run-up; for every *extra* Move Action spent directly before a horizontal jump you may add a further 1 metre to your jump (up to a maximum of 4 Move Actions).

Climbing: You may climb a suitable surface (a rope, rough slope, etc) at a rate of 1m per Action, using up to 4 Actions per Combat Round as usual. If the ascent is particularly difficult, your GM may restrict your movement rate, or force you to check against your *Initiative*.

Swimming: You may swim at a normal rate of 2m per Move Action, up to the usual maximum of 4 Move Actions. If you are having to keep someone else afloat, or are towing something, this rate is reduced to 1m per Action, and the GM may well reduce this further.

Stand, Sit, Fall Down, or Crouch

Each of these standard movements require the expenditure of 1 Action. Standing from a Crouch, however, does not necessarily require an Action: it may be incorporated into a standard Move Action, for the expenditure of only 1 Action (though it may not be combined with any other type of Action).

Speak

Speech is handled differently to other Actions. In a Round, regardless of anything else you may do, you can speak 20 words *plus* two more for every Action you can normally make in a Round. Thus, a Judge with 4 Actions may speak up to 28 words in a Round, as well as making his 4 Actions as he wishes. Your GM may insist you reduce this number according to the situation you find yourself in.

Listen or Observe

Carefully listening at a closed door, in an attempt to hear sounds from within, takes 1 Action. Observing a situation, too, either with the naked eye or through binoculars or night-sights, will take at least 1 Action too.

Open or Close (a door, container, and so on.)

Opening or Closing any object, whether it is a door, belt pouch, or a tin of Synthetti Hoops, will require at least 1 Action. If the object is locked or barred, other Actions must be spent so that the door *can* be opened. A door, for example, that is standing open obviously doesn't need to be opened, though a Move Action must be spent to get through it.

Pick Up or Use Object

There's a wide range of equipment available to you, including Birdies, Pollution Meters, Radios, and so on (see *Chapter 2*). Picking up such an item will take 1 Action, and using it will take at least another 1, depending upon the item. Some complex items may require charging with power, switching on, pointing, adjusting, reading, and interpreting!; your GM has full details of such equipment in the *Game Master's Book*.

Aiming a weapon

Aiming a weapon before firing it will make the shot much more accurate. Aiming expends 1 Action, but will add a significant amount to the chance of hitting; you may also spend more than one Action in Aiming, before loosing off a shot, adding even greater to your chances. Aiming Actions *must* immediately precede Firing, however; you cannot Aim, Move, Fire, and still gain any Aiming bonus, for example. You may, though, Aim and then Speak, up to any number of Actions, and then Fire, and still gain the Aiming bonus. You may Aim and Fire at a target, and then Fire at the same target again without Aiming, and still gain the bonus, but only if the target does not move in between times, and your aim is not disturbed.

Fire a weapon

Firing a weapon once takes 1 Action. However, a Judge *must* expend at least 1 Action in *Aiming* his Lawgiver pistol before firing it (in the interests of the safety of innocent bystanders!), and thus it follows that a Judge must, in fact, expend (at least) 2 Actions when firing a weapon. This applies to any weapon you use in the course of your duties.

Reload a weapon

Reloading a weapon will depend upon the particular details of the weapon in question. Each weapon has its special requirements, as listed in the descriptions under *Judge's Equipment*, and in the *Game Master's Book*. In general, however, a hand-held weapon takes 2 Actions to reload — this time includes removing the spent cartridge or magazine, taking a new one from its pouch, and fitting it to the weapon. This time may well be extended for using an unfamiliar weapon, being under fire, trying to reload whilst moving, and so on, depending upon the situation, and the ruling of your Game Master.

Strike a blow

Striking a blow in hand-to-hand combat, be it a punch, block, kick, parry or butt, requires 1 Action, as is more fully detailed under *Hand-to-Hand Combat*, later in this chapter.

Enter or Leave (Mount or Dismount) a vehicle

If you wish to climb into a car or onto the back of a bike you must expend 1 Action to do so, and similarly, another must be expended to climb out of, or off, a vehicle. Should the vehicle have a door which needs to be opened, though, this will require 1 Action to open; closing the door, however, is included in the Enter or Leave Action, as you can simply push it closed behind you.

Drive a vehicle

To drive any vehicle, using manual control, you must expend at least 1 Action per Combat Round. Failure to do this will result in *Control Loss*, which is explained further in *Chapter 4*. Only 1 Action per Combat Round need be expended on driving the vehicle in question however, leaving others, if available, for other Actions.

Halt a vehicle

Bringing any vehicle to a halt requires the expenditure of 1 Action. As detailed in the section on *Driving and Riding Vehicles*, below, the vehicle must be travelling within its particular *Stopping Speed*, however. If it is travelling faster than this, you must first expend at least one more Action in *Driving* the vehicle, in order to decelerate down to the *Stopping Speed* required.

Examples of Actions in use

Judge Weiss (Initiative 23) is standing by his Lawmaster bike, in a small Watching Bay overlooking Don Turnbull Boulevard, admiring the hazy dawn that is slowly breaking over Dan Archer City Block. Suddenly, from amongst the constant hum of traffic on the Meg-way below, there comes the squealing of brakes and the roar of an engine. A speed-



ing saloon lurches out from a Skedway (side road), ploughs through a row of Vid-phone booths, and roars off in the direction of the Stirling Moss Centre for the Disabled!

Judge Weiss leaps onto his bike (1 Action: Mount Vehicle), moves off in pursuit (1 Action: Drive), and draws his Lawgiver (1 Action: Draw Gun). He has only used 1 Combat Round, and is already hot on the trail of the speeding Perp...

After a short chase, the Perp abandons his vehicle, and dives away down an alleyway, in a vain attempt to escape. Weiss is right behind him, though, and soon has him cornered in a dead-end alley. The Perp, looking determined, pulls out a snub-nosed pistol!

The perp only has an Initiative of 18, which gives him 2 Actions; Weiss has an I of 23, and thus has the edge with 3 Actions. Referring to the Phase Table, both Judge Weiss' player, and the Game Master (who is playing the criminal), discover that in Phases 1 and 2 neither of them can act. These Phases are therefore ignored. In Phase 3, however, Judge Weiss may act, and uses the opportunity to challenge the perp to surrender, with the words, 'Drop your gun and come quietly, spug-head!' while moving in closer to his target. In Phase 4, the perp — having ignored the plea to surrender — takes Aim (1 Action: Aim). Judge Weiss does the same in Phase 6, before the perp lets loose a shot in Phase 7, which misses. In Phase 9 Weiss replies, and blasts away with his Lawgiver (1 Action: Fire weapon).

In the next Combat Round, Judge Weiss Aims again (Phase 3), but the injured perp surrenders in Phase 4, bringing the fight to an end.

THE CHALLENGE

A Judge cannot and must not simply go around shooting anyone he feels like whenever it takes his fancy! That would be a breach of The Law, and a Judge who breaks the Law is not worthy of his badge, or of anything else either; the penalty for any Judge who breaks the Law is a minimum of 20 years of hard labour on the prison planet Titan. A Judge's job is to take people alive, so that they can serve their time in prison. Judges are not executioners.

When making an arrest, a Judge must first issue a Challenge to the Perp, to surrender, give himself up, and come quietly. As a result of this challenge, there is a chance that the Perp (or Perps) in question will simply throw down his gun, and give up without a fight. Such is the imposing authority you have, many Perps will do so automatically, and it is often only the very desperate who will try and take you on!

Challenges may take any form you want, but to have the desired effect they should be direct, sharp, and delivered in an authoritative voice. It is best if you limit a challenge to around 10 or so words, as this will fit into a single Round, but if time allows you can spend longer.

A challenge can be made to all Perps within a 20 metre radius, and the use of a megaphone, or the Lawmaster's Vocal-synth, will extend this range to 70 metres. A challenge need only be made once for all the Perps in the area; you don't have to challenge each Perp separately. If you say something like, 'Come out, Whitey, the game's up!' the challenge must be assumed to be directed solely at the person named; in this case none of Whitey's fellow Perps would be affected by the challenge.

Examples of suitable challenges

'OK Perp — get out of the car, and freeze!'
'Hands up, creep — and make sure they're your own!'
'The fun's over — you're all under arrest!'
'It's the Iso-Cubes for you creeps — MOVE!!'
'Move an inch, creep, and you'll have two navels!'

SURRENDERING PERPS

Any Perp who hears the Challenge may decide to surrender without a fight. The chance of this happening is equal to your *Street Skill* rolled as a percentage. The Game Master also has various modifiers for different types of Perps, which he may also decide to apply; these are usually in the order of + or -10%. (See the *Game Master's Book* for more details.)

The chance of a Perp surrendering may be increased if you fire over his head, if you aim directly at him and then ask him to surrender, or if he is wounded; your Game Master will tell you of any modifications to the basic chance.

Any Perp who fails to surrender when initially challenged will not surrender to any subsequent challenge, unless he has been Wounded, his friends have surrendered that Combat Round, or if he is being Aimed at by the challenging Judge. In these cases, a re-roll may be allowed by your Game Master, and may have an effect.

A Perp who does surrender is allowed to make 2 *instant* Actions, even if it is not his Active Phase, and even if he doesn't have 2 Actions. He must:

1. Throw down any weapons he is carrying, and put his hands up in the air.
2. Declare he is surrendering. He can say anything he likes, but the following are offered as examples:

'Don't shoot, Judge — I surrender!'
'We don't stand a chance — we gotta give in!'
'Spug it, Judge, we ain't done nothin!'
'We can't fight Judges — I give up!'
'Err, good evening fellas!'

A surrendered Perp must use all of his subsequent actions to get out of the way of the fighting. He must, if necessary, submit to cuffing, and obey your instructions. You may radio for a Catch Wagon, or take in the Perp himself, as required (see *Chapter Five*). When escorting a Perp you take your turn as normal, but may only make up to 2 Move Actions per Combat Round.

For example, Judge Morris has chanced upon Bendo Kendo, an infamous cat burglar, as he drops to the ground from the first-floor balcony of an apartment in the Len Nimoy Con-Apts. Judge Morris has an Initiative of 38; Kendo has an I of 26. Thus, in Phase 2, Morris draws his Lawgiver pistol. In Phase 3, Kendo disentangles himself from his rope. And in Phase 4, Morris Aims the Lawgiver straight at the frantic Perp. Having now disentangled himself from his rope, Kendo draws a Stub Gun from the pocket of his jacket; at the same time (since both combatants share Phase 6), Morris yells out, 'The game's up, Kendo — now drop that spugging gun!!' Faced with this terribly eloquent challenge (as well as the Lawgiver pointed straight at his head!) Kendo (as controlled by the Game Master) rolls to see if he surrenders, using a D100. Judge Morris' *Street Skill* is 21; the GM adds +30% for the pointed gun, to give a total Surrender chance of 51%. The Game Master rolls a 32, and there is a hollow clatter as Bendo Kendo's Stub Gun falls to the floor...

OPENING FIRE

As has already been emphasised, you must not simply open fire on anyone without first issuing a challenge, to give them a chance to surrender. In certain circumstances, however, to waste time on a challenge would be to endanger someone's life, and so you are forced to open fire. You are allowed to open fire on a Perp if:

- the Perp has already fired at you or a member of your team.
- the Perp is engaged in an activity which, if allowed to continue, would directly endanger lives. For example, if the

Perp was setting a short-fuse bomb, about to pull the pin on a grenade, or driving a car straight at someone. —the continued existence of the Perp is itself a danger to lives. The Perp may have a dreadfully contagious disease, or be fatally contaminated with radiation, for example.

In each of *these* cases, it will be your decision as to whether you should fire or not (though your Game Master may be disposed to giving you advice). With experience, you will learn the right and wrong way to handle particular types of situations. An inexperienced Judge, however, will have to be very careful.

This ban on opening fire first does not apply to Warning Shots, which may be fired over the head of a Perp as a prelude to asking him to surrender. These must be deliberately Aimed to miss; if you accidentally hit someone whilst firing a Warning Shot, it will be considered as Murder!

OBSERVATION

You obviously cannot fire at a target unless you can see it, and trace a clear *line of sight*. If you are using miniature figures or detailed maps, this problem should not arise, but in other cases there may be some confusion; in all cases, however, it is the Game Master who will adjudicate.

Whether a target is visible or not will depend, to some extent, upon its size. Every item of equipment, every character, and in fact everything you encounter has a specific *Target Size*. (The Game Master has more information on the various sizes of specific items, in the *Game Master's Book*.)

Small Target

A Small Target is any object less than about 1m x 1m in size. People lying down or crouching are Small Targets. The visible part of someone inside a vehicle is a Small Target. Specific parts of a person are Small Targets. Hand-held equipment, such as a Lawgiver, Birdie, or Hand Bomb, are all Small Targets.

Small Targets cannot normally be aimed at, at distances over 50 metres without an optical gun-sight or other magnifying equipment, and they cannot be Fired at except within this range. The specific parts of a Small Target, such as the magazine of a hand-gun, may never be hit, except as a result of a random hit.

A Small Target will have a modifier which makes it harder to hit should you wish to shoot at it, unless you have a *Special Ability* (see Chapter 7).

Normal Target

A Normal Target is bigger than 1m by 1m, but smaller than 30m by 30m. Accordingly, this covers almost everything, including humans, vehicles, small buildings, and so on. Normal Targets may be seen up to 300 metres, if the line of sight is clear.

There is no modifier for shooting at a Normal Target. You may shoot at parts of a Normal Target, as Small Targets, for the standard modifier (as detailed below).

Large Target

Large Targets are those which are larger than 30m by 30m. The term includes large trucks, Mo-Pads, aircraft, City Blocks, and large spaceships. Shots fired at such Large Targets hit automatically at ranges up to 100 metres; remember, however, that shots won't do much damage (if any) to such a large object as a whole. Any Large Target may be considered as consisting of numerous Normal and Small Targets, however, (such as windows in a City Block) which may be shot at individually.

LIGHTING

Twilight

Mega-City One is usually fairly well lit, except in the poorest areas around City Bottom. In fact, some areas never actually get dark at all, as artificial light automatically takes over when the sun sets. In such cases, however, the light intensity is less than that of full daylight, creating a sort of artificial twilight. In twilight, all Target Size location distances are halved (so you can only automatically hit a Large Target if it is up to 50 metres away, for example).

Night

Night occurs where there is almost no light at all, such as within enclosed and unlit streets, buildings or vehicles, for example. In such a low light intensity, nothing can be seen at a distance greater than 3 metres, without some form of illumination or Infra-red device.

Illumination

A standard head-lamp cluster, such as that found on a standard car, can illuminate an area of up to 10 metres across,



at a distance of up to 150 metres. Any illuminated area may be fired into as though it were normal daylight, if it is within range. In a cluster of lights, the destruction of a single lamp will reduce the area illuminated by 2 metres (thus a 5m radius goes down to a 4m radius), to a minimum radius of 1 metre (2 metres across). Once all lights in a cluster have been destroyed, there will obviously be no light given off at all.

A searchlight will light up an area 10 metres across, from a distance of up to 250 metres.

A hand-held torch has a range of 15 metres, and can light up an area 1 metre in radius (2 metres across).

MOVING TARGETS

If the target you are Aiming at is moving, there may be a modifier to your chance to hit. If the target is moving directly towards or away from you, there will not be a modifier for the movement, though there may be one if it moves out of range. A target moving *across* your field of vision, however, will be harder to hit, and your chance of hitting it will be reduced (see below). Provided you do not make any other Action, you may maintain your Aim at the target as it moves, up to a maximum of 3 Aim Actions only.

SHOOTING

Very simply, the chance of hitting the target with a shot is equal to your *Combat Skill*, rolled as a percentage.

There may be some modifications to this number, however:

- Each Action spent Aiming before firing adds 10% to the chance of hitting.

- If the target is a Small Target, there is a -10% from the chance to hit.

- If the target is a Large Target, at a distance of over 100m, there is a +25% to the chance to hit; you must also modify this for the range of the shot (see below).

- There is a +30% if your target is within 3 metres (this is known as Point-blank range), or a +10% if it is between 3 and 10 metres away.

- There is a -10% if the target is between 30 and 50 metres away; -20% if it is between 50 and 200 metres away; and -30% over 200 metres away; up to the weapon's maximum range.

- If the target is moving towards or away from you there is no modifier; but if it is moving at an angle to you, so that you must follow it with your gun before you fire, there is a -10% modifier for each Action you move your weapon before you fire. For any moving target, there is a *minimum* modifier of -10%.

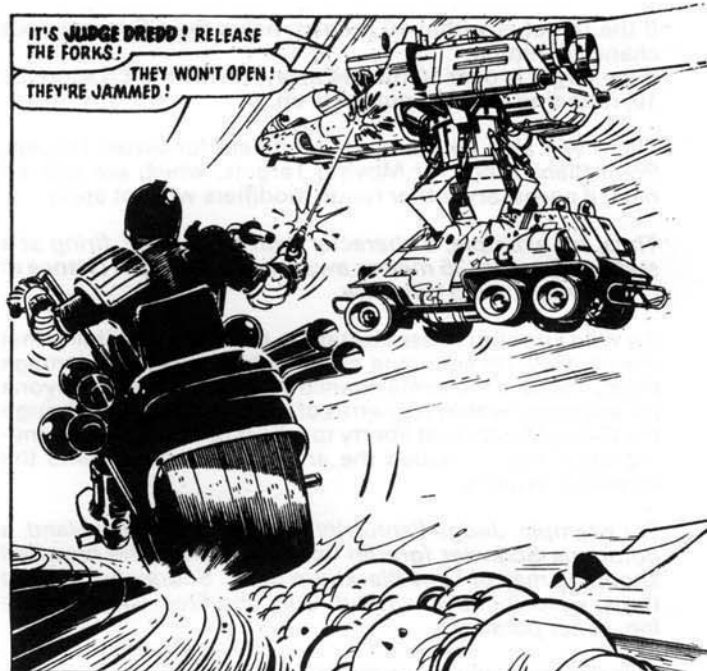
Automatic Failure

For any action in this game demanding the roll of a D100, no matter what the chance of success is, a score of exactly 100 rolled on the dice will *always* indicate a failure.

For weapons fire, a roll of 100 means that the weapon has malfunctioned, jammed or misfired. See the section below for further details. If, after all modifications to your die roll, your chance of hitting is 0 or below, you should still roll the D100, to see whether your weapon malfunctions.

TYPES OF FIRE

There are a number of different types of shooting, including *General Fire*, *Wild Fire*, *Area Effect Fire*, and *Target Point*



Fire. These all use the standard system, as detailed above, but with further modifications.

General Fire

This is the standard method of firing, used almost all the time by Judges, and by many other characters as well. You may fire at anything that presents itself within a clear line of sight, and within the range of the weapon being used.

Hits caused by General Fire will strike a *random* part of the target, as determined from the *Hit Location* tables below, and the weapons do standard damage.

For example, Judge Thomson is in the middle of a fire-fight, after having disturbed the Dwarf Gang raiding a warehouse. He selects his target, a Perp 60 metres away, standing on a packing case. Thomson has an I of 34 (so 4 Actions), and a CS of 35. He has already used his first Action in challenging the gang of Perps, so he uses his next in Aiming his Lawgiver at his chosen target. When his third Action comes around the Perp has moved, but Judge Thomson is still Aimed at him, and fires. His chance of hitting is 35, plus an extra 10% for 1 Action's Aiming, but minus a whole 25%, because the target is over 50 metres away, and minus another 10% because his target moved, giving a basic chance of hitting of 10%. His player rolls the D100, and gets a 01 — a hit!...

Wild Fire

Wild Fire is the term used when a character fires without first spending at least 1 Action in Aiming. Since you as a Judge *must* spend at least 1 Action in Aiming, they are not permitted to use Wild Fire as such. (It follows, therefore, that a Judge will not be able to use his Lawgiver once his *Initiative* drops below 10, as a result of injury. Such a Judge must defend himself as best as he can, and seek medical attention as soon as possible.)

However, since other characters may fire indiscriminately without first Aiming, and since the effects of *Rubber Ricochet* Lawgiver shells are treated as Wild Fire, this method is detailed here.

Wild Fire is calculated as follows. Firstly, work out the chance of hitting as usual (*Combat Skill* as a percentage).

If the target is within 10 metres, halve the CS to get your chance of hitting.
If the target is over 10 metres away, divide the CS score by 10, rounding any odd numbers up.

There will also be the usual modifiers for Small Targets, Point Blank range, or Moving Targets, which are applied next, if necessary; other range modifiers will not apply.

Thus, for example, a character with a CS of 42, firing at a stationary target 35 metres away, has a basic 5% chance of hitting when using Wild Fire.

If a Wild Fire shot misses its target, there is a possibility that the shot will hit someone or something else, and damage them. There is the same chance as usual of hitting anyone (or anything) within 10 metres of the original target, though the Game Master is at liberty to adjust this chance, depending upon how crowded the area around and behind the intended target is.

For example, Judge Fantorrini is chasing Terri the Hand, a notorious Scrawler (graffiti vandal) through the crowded shopping mall of Tony Blackburn Block. Suddenly, the Perp turns, whips out a small Stub Gun, and fires, without Aiming, at her pursuer.

The Game Master consults his notes, and sees that Terri has a Combat Skill of 53. The Judge is 8 metres away, and is moving at an angle to her. Thus, her chance of hitting Fantorrini with this Wild Fire shot is 17% (53/2 is 27, with a -10 for the Moving Target). The Game Master rolls a D100, but gets a 99, which is a very definite miss (a 100 would have been a malfunction, as usual). Behind the Judge is a large crowd of (around 30) shoppers, desperately trying to get out of the way. Rolling a D100, the GM gets a score of 03, and one of the bystanders, selected at random by the Game Master, goes down, hit by Terri's Wild Fire shot.

Area Effect Fire

Area effect weapons are those which have a spread of fire, such as weapons which fire shells which 'burst' over an area, as well as grenades and bombs. When firing an Area Effect weapon, you should nominate the target as usual.

Should the shot hit, it will have a particular burst area (as detailed in the individual weapon's description), centred on the target.

Should the shot miss, it may well hit and explode somewhere else. To determine where the shot actually hits (in the event of it missing its intended target), the Game Master should throw a D12, working on the 'clock-face' randomising principle, to determine which direction, and a D10 for the distance in metres away from the original target it goes. Once you have found where the shell *does* explode, its burst radius should be used as usual.

If you wish, special 'Burst Markers' may be made from a circle of stiff card or plastic, to the same scale as the figures and floorplans you are using. When an Area Effect weapon is used, the marker need only be placed over the centre of the explosion, and everything within it is considered to have been hit by the burst. Although a few weapons differ, most will have a Burst Radius of either 5 or 10 metres.

For example, Judge Younger has encountered a vicious group of Mutants, who have somehow sneaked into the Mega-City (they are normally banned), and decides to use a Grenade shell to take out the whole group. Aiming it at the middle of the 5 Muties, he fires, and hits (rolling against his Combat Skill, modified for range, etc, as usual). The grenade shell has a Burst Radius of 5 metres. The Game Master uses his card Burst Marker, and finds that all but one of the Mutants must roll for damage, as described below.

Target Point Fire

Characters with a *Combat Skill* of 30 or more may aim shots at a specific Target Point on a target without any reduction in your chance to hit, rather than simply randomly rolling for the shot's location, as with General Fire, or having a modifier for a Small Target. So, for example, you can shoot at a car's tyres, or shoot a gun out of a Perp's hand. This type of fire cannot be used by anyone with a CS of less than 30, however, and so cannot be used by inexperienced Judges.

You may not use Target Point Fire when shooting at Small Targets (except to negate the -10% modifier), since a small part of an already small object is just too small to hit! In such cases, General Fire's randomised Hit Location must be used, which may result in your shot hitting the particular spot anyway (though by accident). You may not try and use Target Point Fire from a moving vehicle until you have a *Combat Skill* of 60 or more, and Target Point Fire may not be attempted when using an Area Effect weapon, as you'll simply tend to blow away the whole object!



WEAPON MALFUNCTIONS

As we've already said, a roll of 100 (or '00') when rolling for a hit indicates that the weapon being used has malfunctioned. Once this happens, you should then roll a D100, and consult the following table, to determine the nature of the fault.

Score	Missile Weapon	Energy Weapon
01-50	Weapon jams	Non-Vital Component fails
51-95	Shot misfires	Vital Component fails
96-00	Weapon explodes	Weapon explodes

Missile Weapon Weapon jams

Clearing a jam takes 1 Action to remove the jammed shell, and 1 Action to ready the weapon for use, giving a total time of 2 Actions. Two hands are required for this operation. If you are not familiar with the weapon in question, you will have to make your *Tech Skill*, rolled as a percentage, before you can attempt to unblock the weapon (this roll does not use any extra Actions in itself).

Shot misfires

A missile weapon may misfire due to a defective propellant or casing, which can cause either a poor or too powerful discharge. Roll a second D100:

- 01-50 Poor discharge — shot automatically misses target.
- 51-75 Powerful discharge — shot counts as Wild Fire.
- 76-00 Powerful discharge — shot misses target, and the weapon is damaged, suffering 1 random hit (as detailed below, under *Damage to Equipment*).

Weapon explodes

The weapon explodes, causing 1 hit on you, as if you had been shot by the weapon itself (with all the appropriate Effect Modifiers, if any). If the weapon uses Area Effect Fire, the burst is centred around the weapon, and all caught within the radius will take the usual damage.

Energy Weapon

Non-Vital Component fails

In an energy weapon, this is similar to a jam, and usually means that a circuit has overheated. The item must be replaced in the usual way, as detailed under *Damage to Equipment* below, for the weapon to be usable again. Removing a broken component takes 1 Action; looking for the new component takes at least 1 more Action; and 1 Action to attempt to fit the new piece. The availability of spare parts should be determined by the Game Master.

Vital component fails

An important part of the weapon ceases to work, and renders the weapon virtually useless, and irreparable.


Weapon explodes

As with Missile Weapons, the weapon malfunctions badly, and explodes, causing 1 random hit on you.

DAMAGE FROM WEAPONS

Hits on Characters

Once a hit has been scored, by succeeding at the D100 roll, the next stage is to discover where the shot has struck. You should roll a D100, and consult the following chart.

WEAPON HIT LOCATION	
	
Location hit	
01-05	Head
06-30	Chest
31-50	Abdomen
51-60	Right arm
61-70	Left arm
71-85	Right leg
86-00	Left leg

Armour

Once the location of the hit has been determined, you should check for any armour protection. You wear armour on your head, arms and legs (perps may wear it over other areas too). These offer a certain (percentage) amount of protection, which is used as a saving throw, rolling on a D100.

For example, Judge Lucas' arm pads provide a 25% Armour protection. When the dice indicate that a shot has struck his arm, his player rolls a D100, trying to get 25 or less. If he succeeds, the shot bounces off; if he fails, the shot goes through, or misses the armour, and Lucas takes the damage from the weapon as usual.

When a shot is deflected by a successful armour roll, the armour takes damage, however, and its protection chance is reduced by 5%. This will happen each time a save roll is successful; when the score reaches 0%, the armour is assumed to be destroyed, or at least so damaged as to be useless, and it will not offer any more protection.



Personal Damage

If the shot does get past the armour, or if there is no armour there in the first place, use the following chart to determine the effects of the hit. The character who shot at you rolls a D6, and modifies the result according to any Effect Modifiers the weapon has.

For example, a Lawmaster's Bike Cannon has an Effect Modifier of +2, which therefore means that 2 should be added to the dice roll.

Details of the individual Effect Modifiers are given in the various weapon profiles, both in Chapter 2 and in the Game Masters Book.

PERSONAL DAMAGE		
Dice Score	Effect	Initiative Loss
less than 1	none	none
1	none	D6
2	1 stun	D6
3	1 stun	D6
4	2 Stuns	D6
5	2 Stuns	D10
6	1 Wound	D10
7 or more	2 Wounds	D12

Effect — Stuns

A Stun represents a knock, graze or minor flesh wound, and any injury that doesn't actually stop you from carrying on, but just slows you down a little. Every Stun prevents you from carrying out *one* Action, starting with the next one.

For example, a character with 5 Actions (occurring on Phases 1, 3, 5, 7, and 9) is nicked by a bullet in Phase 2.

A roll of 4 on the D6, with no special Effect Modifier, gives 2 Stuns. As a result, he loses the Actions that he could have performed, in Phases 3 and 5, and recovers in time to act in Phase 7.



Effect — Wound

Each Wound you receive will temporarily remove 1 point from your *Strength* score, until the end of the adventure. You also lose all the Actions you could have performed in the next *Combat Round*. If your *Strength* drops to 0, you may not perform any Actions, and you may be unconscious or dying; see *Saving Lives*, below.

Initiative Loss

As well as *Stuns* and *Wounds*, hits also temporarily reduce your *Initiative* score, by the amount indicated. As *Initiative* falls, so your Actions will also be reduced. If your *Initiative* reaches 0, you will need medical attention, as detailed in *Saving Lives*, below.

Wound Damage

When you receive a Wound, there is the possibility that you may have suffered a permanent injury of some kind. Consult the appropriate section below according to the location of your Wound.

Head hit

You are *Knocked Out* (see *Hand-to-Hand Combat* below) for D6 *Combat Rounds*. When you recover, subtract 5 from all your *Skills*, and your *Initiative* (but not from your *Strength*). There is also a 10% chance every subsequent *Combat Round* of losing an additional D6 *Initiative* points, unless you receive medical attention.

Chest hit

Subtract 10 from all your *Skills*, and your *Initiative*. There is also a 5% chance that you will lose an extra 1 Wound, rolled every 2 *Combat Rounds*, until or unless you can get medical attention.

Abdomen hit

If you get a Wound to the abdomen, you may not move at all. Take 10 from your *Skills* and your *Initiative*. There is also a 10% chance per *Combat Round* of it developing into 1 further Wound, unless medical attention is obtained. If you have an abdomen wound you may be carried, but there is a 10% chance that you will lose a further D6 *Initiative* points for every *Combat Round* of movement.

Right or Left Arm hit

Lose the use of your arm, for the rest of the adventure. Halve your *Combat Skill* when using weapons, though this does not include pistol-type weapons if you hold them in your other hand (since you are ambidextrous — remember?). Any Action requiring the use of two hands is now doubled; firing a rifle, for example, will take 2 Actions in *Aiming*, and 2 Actions to fire.

Right or Left Leg hit

Lose the use of your leg until the end of the adventure. You may continue to hop, at a distance of 2 metres per Action, but only if your other leg is intact. You may not perform any other Actions whilst standing, but must crouch or fall to the ground. If both legs are hit, you may crawl at 1 metre per Action.

INJURIES & SAVING LIVES

Once your *Initiative* is reduced to 0, you are no longer able to take part in the adventure. Depending upon whether you are able to get medical attention, your character may live or die!

If your *Initiative* drops to 0, you *must* receive some sort of medical treatment within 12 *Combat Rounds* (2 *Game Turns*) or you will die! Medical treatment will restore a certain amount of *Initiative*, however, depending upon the treatment given. If your *Initiative* is sufficiently restored, you may continue to take part in the game. If not, your team should call a Med-wagon and cart you off to the nearest hospital.

If your *Strength* is reduced to 0 or below, you are in much more serious trouble, because there will also be the crippling effects on your body, as detailed above. Once your *Strength* reaches 0, you must roll a D100; there is a 5% chance, per *Combat Round*, that you will die. Medical attention will reduce this chance, depending on the particular treatment given (see below). If the treatment can reduce the chance of dying to 0%, your condition will stabilise and you can be considered to be alive, but you will still be very ill, and unable to take part in the rest of the adventure, and you should again be taken to hospital as soon as possible.

Basic Medical Attention

Simple First Aid may be administered by anyone. It involves no drugs or specialised equipment, other than

improvised bandages. Using a *Medi-Pack* will provide even more effective help, though its use is not essential. First Aid of this sort may be used to treat a variety of conditions.

Treating Initiative Reduction

Treatment requires 1 full Game Turn (6 Combat Rounds) to complete, and may be administered by yourself (if you have enough *Initiative* left to perform 1 Action or more), or by another person. At the end of the treatment time, you may recover D6 *Initiative* points, up to a maximum of your original *I* score. This increase must not be by more than 10% (rounding up) of the treating character's *Med Skill*. Thus, if an *MS* of 45 is used, you may recover from 1 to 5 points. However, treatment may be offered as many times as you require, as long as time allows it, though only one treatment may be carried out at any one time. Don't forget, too, that a *Medi-Pack* will add 10% to your effective *Med-Skill* when working out the limits of the treatment.

Treating Strength Loss

Emergency treatment of this kind will reduce the chance of your death by 1% per 10 points of *Med Skill* the treating character has. This treatment may only be administered by someone else (ie, you may not heal yourself), and takes a whole Game Turn (6 Combat Rounds). Only one person may treat you at any one time. A *Medi-Pack* will add 10% to your effective *Med-Skill*.

For example, considering an unattended character's chance of dying is 5%, another character attending him with an *MS* of 22 and a *Medi-Pack* would therefore reduce his chance of dying by 4%, giving only a 1% chance of dying. After another bout of treatment, the character will be out of danger.

DAMAGE TO EQUIPMENT

Every item of equipment, be it a weapon, vehicle, or specialised instrument, has a distinct *Profile*. This gives details of the piece's *Armour*, *Target Size*, various *Target Points*, and the numbers to be rolled for *Random Hits* from *General Fire*. A sample *Profile* is given below.

Armour protection is worked out as usual, giving a percentage chance of stopping a shot, and being reduced by 5% for every successful stoppage (see section above).

Target Points are only used when the equipment is hit using *Target Point Fire*.

The *Random Hit* details are used with all other types of fire, but most specifically *General Fire*. The effects of fire on particular *Target Points* for a wide variety of items are detailed after the *Profile*.

Sample Profile — a Roadster, a 2-seater sports car.

<i>Random Hit</i>	<i>Target Point</i>	<i>Target Size</i>	<i>Armour</i>
01-05	Auto-Drive	Small	25%
06-35	Coachwork	Normal	10%
36-45	Fuel	Small	25%
46-50	Lights	Small	None
51-60	Occupant	Small	25%
61-75	Power Unit	Small	50%
76-80	Steering	Small	25%
81-85	Tyres	Small	None
86-00	Windscreen	Small	None

The Roadster counts as a Normal target when using anything other than *Target Point Fire*.

Damage to Target Points

When a piece of equipment suffers a hit, and the hit penetrates its *armour* protection (if any), there will be some damage. Usually, the particular area is destroyed, or at least damaged beyond repair. The following list summarises the effects of damage upon the most common *Target Points*. The *Equipment Profiles* in the *Game Master's Book* will have more details of the particular items.

Ammunition

Weapons usually carry ammunition either as shells in a magazine, or as a battery (in the case of energy weapons). A hit on ammunition will cause it to explode, destroying the weapon and possibly endangering the user. You will receive 1 Hit as if you had been hit by a shot from the weapon itself. A hand-held weapon will strike you in the arm; if a larger weapon explodes, you or the Game Master should roll for a random hit.

Auto-Drive

A hit on an *Auto-Drive* or *Auto-Pilot* unit will cause it to cease to function. There is, however, a 75% chance of the vehicle automatically reverting to manual control due to an in-built safety measure. If this happens, the vehicle will suffer *Control Loss*, as described in the next chapter. There is then a 25% chance, next *Combat Round*, that you will be able to regain control of the vehicle, providing it is still in one piece.



If the *Auto-Drive* unit does not switch to manual, you will not be able to regain control of the vehicle, until you have switched it to manual drive. The chance of this succeeding, under these circumstances, is equal to your *Tech Skill* as a percentage. This attempt will take 1 Action. You may switch, and attempt to regain control, as part of the same Action. Once control is regained, the vehicle may be driven normally on manual drive.

Coachwork

This refers to the general mass of non-mechanical parts and empty space within the body of a car. Hits on coachwork will not normally have any effect. However, if a vehicle has been packed with extra equipment or cargo, which is not included in the standard profile, then these may be hit instead, and you should refer to these items' own profiles.

Computer

A hit on a computer control unit will instantly deactivate all of its functions! There is a 50% chance that the damaged item is only a *Non-vital Component* (see below), which may be replaced; otherwise, the damage is so severe that only a complete rebuild will restore the computer unit to full working order. In some cases the memory may be damaged, in which case vital data may be lost. Your Game Master will give you more information should this happen.

Coupling

A coupling hit will break the link between the vehicles, and any cargo pods or carriages being towed will break free. Cargo pods and the like will slow down at their maximum Deceleration Rate, until they come to a dead halt, due to inbuilt emergency systems.

Engine

An engine hit will cause such serious damage that you, as driver, must decelerate and try and halt the vehicle as soon as is possible. The vehicle will suffer *Control Loss*, as detailed in the next chapter, and you must test against this for each subsequent Combat round the vehicle keeps moving. Once stopped, the vehicle may not be started again under its own power.

Fuel

If an item's fuel source is hit, there is a 75% chance of its exploding. The explosion will cause D6 +4 random hits on the item, and will have a burst radius of 5 metres and a +1 Effect Modifier for any person hit by the blast.

Lights

The particular light hit will be destroyed, and will have to be replaced before it works again. Other lights, if the damaged one is part of a cluster, will continue to work until they also receive a hit.

Mountings

The field weapon's mountings will be jammed, thus preventing the equipment from being repositioned or aimed accurately. Any item with damaged mountings may still be used, but may not be repositioned more than 10 degrees from its current facing.

Non-vital Component

If a 'component' (a small but indispensable part of a particular item) is hit, it will be destroyed, but if it is a non-vital piece it may be replaced. Your chance of recognising the broken piece is equal to your *Tech Skill* as a percentage. Once recognised, you will then have to fit the component. Your chance of doing this successfully and correctly requires a second roll of your *Tech Skill* as a percentage.

Removing a damaged component takes 1 Action; attempting to find a new one will take at least another Action; and replacing it will take a further 1 Action. Spare components may or may not be available, although most equipment comes with a built-in tool and spares box, and you will usu-

ally be carrying spares for your own equipment in your belt pouches or Lawmaster storage panniers. Equipment will not function until the new component is correctly fitted.

Occupant

Roll on the standard human *Hit Location* chart (see earlier) for the location of the hit, and use the damage tables, as detailed earlier. If there is more than one person in or on the vehicle, the Game Master will randomly choose by rolling an appropriate die, unless you are using *Target Point Fire*, in which case you may specify which person you hit.

Operator

Some large items of equipment, and in particular large weapons, will have specific operators. Use the standard human damage system to determine the effect of any hit.

Steering Unit

A steering unit hit will force you to decelerate, and bring the vehicle to a halt as soon as possible. The vehicle will suffer *Control Loss*, and you must test each subsequent Combat Round, until the vehicle comes to a halt. Once the vehicle has been halted, any attempt to restart it will reveal that it is almost impossible to steer, requiring a successful throw of your *Drive Skill* as a percentage, every 2 Combat Rounds, to retain control (otherwise, it will continue to suffer *Control Loss*).

Tyres

A hit will simply blow the tyre out; you must decelerate the vehicle and bring it to a halt as soon as possible. The vehicle will suffer *Control Loss* each subsequent Combat Round that it continues to move. You may not restart and drive a vehicle with a damaged tyre, until the tyre is replaced.

Vital Component

As with a *Non-vital Component*, any hit of this sort will destroy the piece. In this case, however, it may not be repaired or replaced, and the equipment is rendered virtually useless.

Windscreen

A hit will shatter the screen (usually made of plasti-glass). If a vehicle is been driven under manual control, you must roll for *Control Loss*. Vehicles on Auto-drive are not affected.



THROWING MISSILES

Throwing any sort of grenade or hand-bomb is treated in much the same way as firing a shot, except that it is your arm propelling the missile rather than your gun. You may Throw a missile as 1 Action, though you may not Aim beforehand (it is not necessary to do this, even for a Judge). All hand-grenades and bombs use *Area Effect Fire*, and have their own burst areas, as detailed in their individual Profiles in the *Game Master's Book*.

You will normally throw the missile with your 'dominant' hand (as detailed earlier), though you may use either with no loss in accuracy. The hand you wish to use must be free; anything else in this hand must be transferred to the other hand, or into a pouch or a holster, taking 1 Action.



The maximum range of your throw is calculated as *current Strength* $\times 3 + 15$ in metres. Use the standard *Area Effect Fire* rules, as detailed above, to determine whether you hit your target.

For example, Judge Blanchard wishes to throw a Stumm Gas grenade at a group of rioting members of the Fat Abolition Front after a demo outside the New New Hall of Justice. Her *Strength* score is usually 3, but since she suffered a Wound in an earlier confrontation, it is down to 2. Thus, the maximum range of her throw is 21 ($2 \times 3, + 15$) metres.

Bottles and Stones

You may throw any bottle, stone, or similar small, light object, using the same system as above. In this case, however, if the item weighs less than 250 grammes, you may use Aim Actions, with their standard +10% for each extra Action. Damage is as for *General Fire*, but there is a -1 Effect Modifier on the hit.

Ropes and Grapples

A rope or grapple may be thrown (up to a range worked out as above), using 1 Action, and you may Aim the throw. Grappling irons may not be thrown at Small Targets.

HAND-TO-HAND COMBAT

During any particular Combat Round, you may use up to 3 Actions (if available) to strike a hand-to-hand blow. To be able to hit, you must be within 2 metres of your intended target. Each separate move in Hand-to-Hand Combat takes 1 Action. This can include delivering a punch, kick, push, or head-butt; blocking or parrying someone else's blow, leaping out of the way, ducking, and feinting also use 1 Action each, if it is available.

Actions should be organised in the standard way, using Active and Inactive Phases. In hand-to-hand combat, the faster you are, the more deadly you become, as you will have more chances to deliver and counter blows!

Scoring a Hit

Your basic chance of scoring a hit is equal to your *Combat Skill*, rolled as a percentage, with modifiers.

— You may aim for a particular *part* of your opponent, with a -10% modifier for trying to hit a Small Target, as usual. This does not require you use an Aim Action beforehand, however; these are not necessary in Hand-to-Hand Combat (even for a Judge).

— If your opponent is stationary when you strike at him, you may add +10% to your chance to hit. This does not apply to any attempt to stop an opponent's blow, however.

Blocking and Dodging

In order to be able to block a blow, you must have an available Action in either the *same* or the *very next* Phase, as that in which the blow is launched at you. If you do, you may use this Action to parry or block the blow, or to try and Dodge the blow (see below).

Otherwise, you are considered to be doing something else, or are too slow to respond in time. The chance of blocking or dodging a blow is equal to your *Initiative* as a percentage. If you are successful, the intended blow (be it a punch, kick, push or whatever) has no effect on you.

Push-backs

In hand-to-hand combat a particularly strong blow can push your opponent away from you. When you deliver a punch or a push as your blow, you may choose, instead of hurting your opponent, to push him back a distance of twice your *Current Strength* in metres. A Push-back will make your adversary lose his next 2 Actions in trying to recover.

Restraining

When grappling with someone, you may try to refrain from damaging them, and to instead merely restrain them. When you hit the person, state that you are trying to restrain them, and don't roll for damage; when you have scored a number of successful hits equal to your opponent's *Current Strength*, they may be considered subdued, and you can handcuff them.

The effects of hits

Firstly, randomise the area struck from the following table. It is similar to that used earlier for weapon combat, but there are different chances of hitting particular parts of the target, due to the close range of the hit, and the ability of the target to try and protect his most vital areas! If you are attempting to hit some other object (such as a droid, Alien Slug-beast, or whatever), you should use its standard *Profile*.

HAND TO HAND HIT LOCATIONS	
01-10	Head
11-15	Chest
16-30	Abdomen
31-45	Right Arm
46-60	Left Arm
61-80	Right Leg
81-00	Left Leg

Armour will have its standard effect, offering a percentage chance of protecting a particular area. However, if the hit strikes the armour, it does *not* reduce the protection chance by 5%, unless the blow came from an Electro-Prod or a Las Knife.

Damage

After randomising for the area hit, and making any appropriate Armour roll, you must work out the damage the blow does. Roll a D4 (not a D6), add your *Strength* and modify the score according to the blow, thus:

Fist or Kick	-1
Kick from Lawmaster	+1
Gun butt, club or cosh	0
Electro-prod or knife	+1
Las-Knife	+2

The resulting score should be applied to the standard *Damage Table*, as detailed earlier, to produce *No Result*, *Stun*, or *Wound*, together with *Initiative* reductions.

If you receive enough Stuns or Wounds so as to prevent you from performing any Actions in the following Combat Round, you are *Knocked Out*!

Knock Outs

If you are Knocked Out, you will receive additional Stuns, which render you unconscious, and prohibit you from doing anything (except lying motionless on the floor!) for D10 Combat Rounds. There is no additional *Initiative* loss for being Knocked Out.

Special Attack - Lawmaster Kick

All Judges have a special attack, which only they may use, when they are riding their Lawmasters into a fight. You may drive your bike through a group of opponents, and administer 1 Kick attack to up to 2 of them, at the loss of only 1 Action (Drive vehicle) for the whole move. If you kick more than 1 person, you must roll for each attack separately, however.

PSYCHIC ATTACKS



OUT OF MY HEAD!
IT'S TOO MUCH - TOO MUCH!

As detailed in *Chapter 6, Experienced Judges*, there may well be a number of characters, both Judges and other people, who have Psychic Powers. Whilst these are not available to the majority of characters, if you are attacked by a *Psyker* (person who uses Psi powers), you are allowed a Psi-save, to try and block the attack. This saving throw is

equal to your *Psi Skill*, rolled as a percentage. If the roll is successful, the Psionic attack has no effect, and bounces off. A save does not require the expenditure of any Actions, as it is treated as an automatic reflex. Should the Psi-save fail the attack has its usual effect.

ARREST EXAMPLE

In the following section, all references to rules and the game system are printed in italics.

It is a hectic Midsummer's Eve in Mega-City One, and many citizens are out on the streets, watching the various local carnivals many of the Sectors are staging. In Sector 66, Judge Arnez and his team (Judges Ballard, Cant, and d'Orly) are patrolling on their Lawmaster bikes, on the lookout for trouble. Already this evening, they have arrested two murderers, an arsonist, thirty-four rioting Punks, and a vast assortment of taps, dips, pranksters, and drunkards, litterers, jaywalkers, and scrawlers; and it's only half past eight. It's going to be a long night.

Arnez: S 2, I 26, CS 32, DS 19, TS 27, SS 29, MS 36, PS 32.
3 Actions.

Ballard: S 3, I 22, CS 27, DS 33, TS 27, SS 34, MS 25, PS 25.
3 Actions.

Cant: S 2, I 19, CS 32, DS 35, TS 38, SS 29, MS 28, PS 35.
2 Actions [Cant was injured earlier].

d'Orly: S 2, I 21, CS 34, DS 29, TS 23, SS 33, MS 39, PS 38.
3 Actions.

As the team turn onto the Brian Gysin Skedway past the Andy Lloyd Webber Mortuary, an urgent message flashes up on the Com-Screens of their Lawmasters, followed by a verbal confirmation: 'Attention, Judge Arnez and team. Armed Robbery in progress, Dippy's Fun Palace, corner of Inman and de Laurentis. Five Perps, armed and possibly intoxicated. Proceed and intercept immediately.'

Arnez and his team wrench their bikes around, and zoom off in the direction of de Laurentis Avenue. They are there within 2 minutes, but as they screech to a halt outside, the Perps burst through the mock-Western swing doors of the arcade. Seeing the line of Judges outside, however, they do a double-take, and stop in their tracks.

At this point, the Game Master decides to start imposing Phases and Actions, as up to now the game has been run without an imposed framework. The Perps each have the following characteristics:

Robber: S 3, I 18, CS 25, DS 20, TS 22, SS 28, MS 6, PS 8.
2 Actions.

Each Heister carries a Stump Gun, a pump-action shot gun (12 shells, -1 Effect Modifier — see the Game Master's Book for more details), and a large bag bursting with Credits.

As the first Combat Round starts, the Judges are sitting on their Lawmaster bikes, facing the front of the arcade. The Perps are standing opposite them, about 10 metres away, brandishing their Stump Guns. Most of the Judges will act on Phases 3, 6, and 9; the Perps and Judge Cant will act on Phases 4 and 7.

Starting on Phase 3, Judge Arnez challenges the perps to surrender...

'OK creeps! Guns down, hands up, and out here! NOW!!' Arnez shouts. At the same time, Ballard and d'Orly draw their Lawgiver pistols. 1 Action — *Draw weapon*. The Perps recover from the shock of having 4 large-as-life Judges sud-

denly turn up, just as they were about to get clean away!

The Game Master rolls to see whether the Perps surrender as a result of Arnez's challenge. The basic chance is equal to the Judge's Street Skill as a percentage (thus it is 29%). The GM, rolling for each Perp, gets 82, 52, 96, 58, and 77; none of the Perps show even the remotest indication of surrendering! On to Phase 4...



The Perps, having decided not to surrender, immediately dive back through the doors, into the arcade. *1 Action — Move.* Judge Cant draws his Lawgiver pistol.

Phase 6: Judge Arnez picks up his Hand Radio, and turns it on; Judges Ballard and d'Orly dismount from their Lawmasters.

Phase 7: Outside, Judge Cant dismounts from his Lawmaster, right behind his fellows. Inside the building, Perps 1 and 2 have gone left, towards the arcade's office (since they know that in the office lie two bound and gagged employees, who might be useful hostages). Two others are heading for the back of the arcade, where rows of slot machines will offer a good deal of cover. Perp 5 has headed right, and ducked into the cashier's Change Booth, just inside the front door.

Phase 9: Outside the building, the Judges are preparing themselves. Arnez has contacted HQ, and is informing them of the situation: 'Have arrived at Dippy's, and going in! No back-up required.' Ballard tells Cant to go around the back, and try and find a way in; d'Orly takes up position to the right of the door, and cautiously peers into the building.

Next Combat Round, the action starts on Phase 3: Arnez dismounts from his Lawmaster. Ballard removes a Heat Seeker shell from his glove pouch and fits it to the end of his Lawgiver (which is set on GP). d'Orly takes Aim with his Lawgiver (also set on GP), peering into the darkened arcade.

Phase 4: Cant turns the corner, round to the back of the small building, into a very dirty alley which leads up to a small fire door. (Cant makes a mental note to book someone for a hygiene violation!) Inside, Perps 1 and 2 have reached the office, and slipped inside. Perps 3 and 4 crouch down behind a couple of slot machines, and aim at the doorway with their Stump Guns. Perp 5 pushes the end of his Stump Gun through the small service slit in the change booth's grille, and takes aim at the doorway.

Phase 6: Arnez moves over towards the doorway. At the same time, Ballard fires his Heat Seeker shot into the darkened interior. *Using a GP shell as propellant, the Heat Seeker will hit the nearest human target (though an inbuilt safety feature means that it has a minimum range of 15 metres).* Ballard rolls for a normal hit. He Aims for one Action, as is required of a Judge, but the Heat Seeker will usually hit automatically. However, there is the usual chance of a Weapon Malfunction, so Ballard rolls the D100; he gets a 61, and the shot hits. *The Game Master decides that out of all the Perps, only 3 and 4, hiding at the back behind the slot machines, are eligible to be hit.* Rolling a D6, to choose he gets an odd number, and Perp 3 is hit. Rolling for Hit Location, a score of 16 gives a Chest hit. *The location is not protected by any armour, and so Ballard simply rolls for damage, using a D6. The Heat Seeker has no Effect Modifier, so the score of 2 produces 1 Stun and D6 1 loss (a 6 is rolled).* Perp 3 now has 12 Initiative, though still has 2 Actions, and loses his next Action.

A yell comes from the inside of the building, as Perp 3 falls over, having been hit by Ballard's Heat Seeker shell. d'Orly says, 'Stand back, I'll Stumm 'em!'

Phase 7: Round behind the building, Cant is investigating a locked steel fire-door, mentally making a note to also book someone for a Fire Regulations Violation! The door is made of rusting plasti-steel, which was once painted a faded brick-red colour. There is no handle on this side.

Meanwhile, inside the building, Perps 1 & 2 are trying to discern what has happened to their friends, after hearing Perp 3's yell (last Action). Perp 3 himself is lying on the floor, temporarily stunned, and bleeding slightly from the chest hit. Perp 4 crawls over to him. Perp 5 breaks his Aim by trying to peer back into the darkness, and see what has happened back there.

Phase 9: Arnez sets his Lawgiver to Incendiary. Ballard draws back out of the doorway to allow d'Orly to throw in the Stumm Gas grenade. d'Orly pulls the pin, and throws it in the rough direction of the back of the arcade.

The Judge rolls against his Combat Skill of 34, but gets a 52, which is a miss. The GM rolls a D12 for the direction of the grenade, and gets a 12 — the grenade overshoots the target.

When the Stumm Grenade lands, it explodes between the room containing Perps 1, 2, and the two trussed employees, and Perps 3 and 4. Every one of these people is affected by the gas, and the Perps all go down coughing and crying.

Phase 3: Arnez yells, 'You in there — come out with your hands up!' Ballard and d'Orly pull down their Respirators.

The Game Master rolls to see whether the Perps will surrender, deciding that the Stumm Gas will add 30%, and Perp 3's Stun will add a further 10%. Arnez's SS of 29 means that the chance of the Perps' surrender is 69%. Arnez rolls a 50... and the Perps stumble out, with their hands above their heads, and coughing fit to bust...

4: OTHER ACTIONS



This chapter deals with other moves and actions you may care (or need) to make, in the course of your duties. It includes details of chasing Perps, climbing ropes, swimming, moving silently, driving or flying a vehicle, kicking down doors, throwing heavy objects, repairing damaged gear, and more besides. In each case, the section will only details what you, as Judges, need to know; your Game Master will have more information on the subjects.

OTHER MOVE ACTIONS

As well as the standard walk, run or jump form of the Move Action, there may well be other types of movement which you will need to employ in your investigations.

Pursuing a Perp

When on patrol, you will often find yourself in pursuit of fleeing Perps, either on foot or your Lawmaster bike. Mega-City One isn't the best place in which to try and follow someone, however, and there may be a chance of your losing the person you are chasing.

If you are trying chase a Perp through a large crowd of people, or around a maze of winding alleys, this chance is worked out as follows. (It is up to your GM to decide whether you will have a chance of losing your Perp, or whether you can catch him without too much trouble.) The chance of keeping up with the person you are chasing is equal to the average of your *Initiative* plus your *Street Skill* if you are chasing him on foot, or of your *Initiative* and your *Drive Skill* if you are in a vehicle. If your quarry has a greater *Initiative* than you, however, this chance is reduced by 1% for every point his *Initiative* is greater than yours. Similarly, if yours is greater than his, you may add 1% for every point your *Initiative* is greater than his. This check is made at the beginning of every Combat Round, before any Actions are announced. Your GM may well impose other modifiers to reduce this chance, though, if the roads are especially busy, if you are wounded, and so on. He has guidelines on these in the *Game Masters Book*.

Whether your GM decides you need to throw for losing him or not, use the following to work out the distances between you. The distance you are chasing the Perp at is at first equal to the original distance between you when you started chasing your target. But for every extra Move Action you make above the number he makes in a Combat Round, you may gain the usual 4m. Thus, if in a round you have 4 Move Actions, but your Perp can only make 2 (because of his Actions), you can gain 8 metres on him in that round. This continues until you feel you are able to fire at him, ask him to surrender, catch up and apprehend him, or you lose him and have to give up.

For example, Judge Messenger has just witnessed a vicious Tapping on an OAC (Old Age Citizen), who is now lying in a pool of his own blood. The Tapper decides to ignore her call of 'Surrender creep, and I won't cripple you!', and makes a run for it. Messenger has I 29 and SS 28, and the Tap has I 17; they are about 18 metres apart. The Judge decides that it wouldn't be safe to shoot at the Perp as he disappears into a large crowd of juves as they pour out of Robo-school nearby, and she sets off at a fast pace.

At the start, they are 18m apart. The GM rules that the Perp had a 1 Move Action head-start on Messenger, so she is now 22m behind. Before the Combat Round starts, the GM rolls to see whether the Perp has lost himself amongst the Juves. The chance of keeping tabs on him is the average of her I and SS scores ($29+28/2$ is 28.5, rounded up to 29); added to this is the difference between their Initiative scores, which is $29-17$, or 12. The final chance is therefore 41%. Before secretly rolling, though, the GM decides to add 20% to the chance (as the Perp is taller than the juves, and can be seen above bobbing heads) to give a final chance of 61%. Rolling a D100, the GM gets a 79 and informs Judge Messenger that the Perp has suddenly disappeared! (In reality he has ducked behind the juves, and is creeping into the Robo-school, hoping to hide until the Judge has gone...)

If, as in the example above, you lose your quarry, you may try and find them again, rerolling as above, but with a -20% to the chance (which is imposed cumulatively each time — so if you lose him twice in the same chase there is a -40% chance, and so on). Again, the GM may modify this score, depending on where the Perp now is, how he is hiding, and so on.

Tracking

Tracking a Perp is a much harder task than chasing him. It's difficult enough when dealing with a fresh trail over damp mud, but if the Perp fled a long time ago along clean concrete streets, the task is nigh on impossible! Should you decide you would like to try and track your Perp, the GM will advise you how difficult it is, and whether to bother at all. Tracking isn't used very much at all in the Mega-City, except

when using an Infra-Red Light to follow warm footprints across dusty ground at night (which is in itself an incredibly rare occurrence). The chance of successfully tracking a Perp is equal to an average of your *Initiative* and your *Street Skill*, as a percentage, though your GM will normally impose very restrictive modifiers to this. You should roll every six Combat Rounds (1 Game Turn); tracking usually takes all of your Actions, though you may expend up to two in a walking Move Action, to follow the trail.

Climbing and Swinging

As it says in Chapter 3, climbing a suitable surface will require you to expend 1 Move Action for every 1 metre you wish to climb, up to the usual maximum of 4 Move Actions. If your GM decides that the surface is too hard to climb, he may halve your movement rate, or make you test against your *Initiative* as a percentage every couple of metres or so. If you want to do other Actions, whilst you are climbing, you may do so (if you have the Actions to do them with!), but you must make a save against your *Initiative*, or fall off. This doesn't apply to Speaking, however, which you may do without penalty, as long as you expend the required Actions.

For example, Judge Bentham is chasing renegade punk Shelagh 'The Slasher' Dwyer across a bomb-cratered Rad-pit, in one of the destroyed Sectors of the Mega-City. Ahead of him, the perp starts clambering up the side of the pit, and Bentham decides to try and cut her off by scaling the steeper slope beside him. His *Initiative* is 48; his Combat Skill is 31. Scrambling up the steep crater side, Bentham decides to loose a shot at Dwyer as she struggles up the side ahead of him. In his first Action, he takes Aim with his Lawgiver, and rolls against his I score. He gets a 41, and keeps his foothold. Next Action, as Dwyer still struggles up the rough slope, he tries to shoot her, using a pre-selected GP shot. Rolling against his Combat Skill Bentham gets a 15, and hits Dwyer in the arm. Checking against his Initiative, however, he rolls a 96, and loses his footing, tumbling down the muddy slope to the bottom, where he fortunately lands on the injured Dwyer, who has also fallen down the slope, much to her surprise...

You may also wish to use other aspects of climbing, such as swinging on ropes. For this sort of action, you'll need to make an *Initiative* check, or you will again fall.

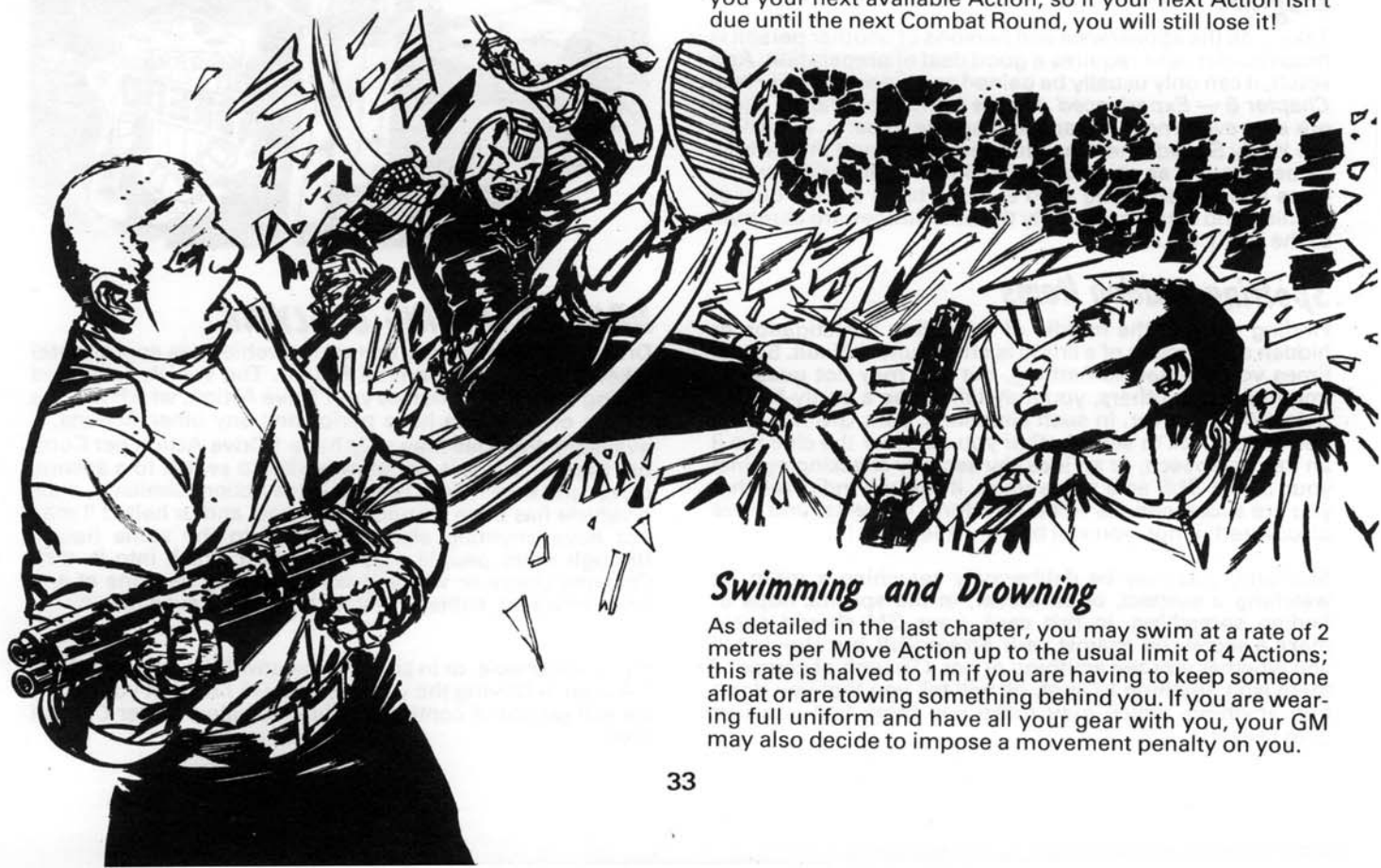
For example, Judge Bolland wants to climb up a rope, and then swing across to a ledge (since he is in a strange complex deep in the Undercity). Climbing the rope is quite simple, but he is being shot at by a motley assortment of ravaging Troggies, so the GM decides to make him check against his Initiative every two Move Actions, to see whether he falls. When he reaches the required height safely, the GM will allow him to swing across on the rope, provided he makes 1 further Initiative check as he swings across to land on the ledge.

Jumping and Rolling

Although jumps are covered in the previous chapter, there may be occasions when you need to jump longer than you are allowed by the Move Action. Usually, these will take the form of controlled falls and may well do you damage, unless you are able to land on something soft or break your fall with a roll.

For details of damage from such falls, see the section on *Falls and Falling Objects* later in this chapter. If you make a deliberate jump, and save against your *Initiative*, however, you can reduce the damage you take by 1 hit. This means that you can fall for up to 5 metres without taking any damage, if you can make this roll. For any fall over 5 metres, however, you will still lose the number of Actions you would normally make in 1 Combat Round, recovering from the fall, as detailed under *Falls*. (So for example, if your character has an *Initiative* of 45, and therefore 5 Actions per Combat Round, you will lose your next 5 Actions upon falling — in effect, this means that you will lose the equivalent of 1 Combat Round).

Rolling when you fall will take 1 Action, but will halve the amount of time you must spend recovering from the fall. This doesn't require an *Initiative* roll, but you must state that you are going to try and roll, before you hit the ground. If you don't, you won't be allowed to roll. Rolling will lose you your next available Action, so if your next Action isn't due until the next Combat Round, you will still lose it!



Swimming and Drowning

As detailed in the last chapter, you may swim at a rate of 2 metres per Move Action up to the usual limit of 4 Actions; this rate is halved to 1m if you are having to keep someone afloat or are towing something behind you. If you are wearing full uniform and have all your gear with you, your GM may also decide to impose a movement penalty on you.

If you wish to hold your breath and swim or dive underwater, you can take a breath as 1 Action, and then hold it for up to 10 Combat Rounds, as you wish. If you wish to hold it past this time, you must roll twice your *Strength*, as a percentage, at the beginning of every Combat Round, up to a maximum of 20 Combat Rounds.

SNEAKING & SEARCHING

Although Judges are meant to retain a very high-profile, brash, tough image, there *are* occasions when it is more advisable to keep quiet, to sneak and tiptoe, or to disguise yourself and infiltrate a Perp gang.

Moving Silently

Creeping about on tiptoes is a useful skill to use, as it often enables you to catch people unawares, and have the Perps arrested, cuffed and sentenced before they have recovered from the shock! Moving silently can be incorporated into a standard walking Move Action, but needs a successful roll of your *Street Skill* to move without any noticeable sound. Your GM may modify this if the floor you are walking on is made of creaky floorboards or covered in small and very loud twigs!

Hiding

Trying to hide in a place you aren't familiar with is often quite difficult, particularly if you must do so at a moment's notice. Whether you are able to hide or not will obviously depend upon where you are. If you are in a brightly-lit room which is devoid of all furniture, your GM would be quite right to not allow you to hide. Should you be in a pitch-black warehouse, with many piles of boxes and containers to hide behind, you should be able to hide quite well. In general, if your GM rules that you *are* able to try and hide, you should roll your *Street Skill* as a percentage, and it is unlikely that you will be found (unless someone is deliberately looking for you). Your GM will almost certainly impose various modifiers upon this roll, however, and may require you to re-roll as time goes by, to remain hidden.

Disguise

Taking on the appearance and persona of another person is much harder, and requires a good deal of preparation. As a result, it can only usually be gained as a *Special Ability* (see Chapter 6 — *Experienced Judges* for more details). There are also even more advanced disguise experts, known as the *Wally Squad*: these are Judges who spend their whole careers posing as citizens, and infiltrate major crime syndicates and gangs. Being such a Judge takes a great deal of training and experience; only the best Judges are assigned to the Wally Squad.

Spotting Hidden Items

Finding clues in the middle of a puzzling investigation or hidden at the scene of a crime is often quite difficult. Sometimes you will see something, but you may not guess its importance; at others, you may fail to see a partly-hidden object or whatever. In such situations, your GM may well decide to check to see whether you discover the clue (be it an item, a speech, or an idea) by secretly checking against your *Street Skill* as a percentage. If the roll indicates that you are successful, he will then inform you what you have discovered; if not, you will be none the wiser!

Similarly, you may be deliberately searching a room, or watching a suspect, or whatever, in the specific hope of finding something. In this case, your GM should again make a secret roll against your *Street Skill*, but should tell you whether you see anything or not. (Though of course, if there isn't anything to spot, he will tell you that you don't find anything, which may make you think that you just didn't see it!)

Traps

In some of your adventures, Perps may decide to set a trap for you. Quite obviously, each trap will be different: an ambush by gunmen, a remote-control bomb, a false floor over a pit of acid, an electronic maze, or whatever. But your chance of sensing that there is a trap is again a secret roll (by your GM) using your *Street Skill* as a percentage. If your GM rolls that you spot something he will tell you; if not, you may well just walk straight on into it!

If you feel suspicious, you may ask to search around for a trap, in the same way as above, with a secret GM roll against your *Street Skill* giving a 'Yes, you spot something' or a 'No, there's apparently nothing there' answer.

Should you discover a trap, it will be solely up to you and your skill to figure out how to dismantle it, get around it, or even escape from it once it has sprung.



DRIVING, RIDING & FLYING

Driving, riding or flying any sort of vehicle (as appropriate) takes 1 Action per Combat Round. The vehicle is moved during the same Action as your Drive Action, which may be before or after you have performed any other Actions, if available. Vehicles may *only* have 1 Drive Action per Combat Round, and it is not permissible to switch to a second driver and then have a second Drive Action. Similarly, once a vehicle has been started up, moved, and/or halted it may not have anything else done to it in the same Round (though other people may shoot at it, crash into it, etc). Opening doors or winding windows may be done at any time, however, subject only to the Actions available.

If you are unable, or in some cases unwilling, to expend the 1 Action in Driving the vehicle, you will find that your vehicle will go out of control, as detailed below under *Control Loss*.

Accelerating & Decelerating

As indicated in the various profiles, each vehicle has four characteristics. The first of these, Full Speed, is expressed in terms of kilometres per hour, and should only be used when determining speeds and times for long distances where traffic is not a problem. In the course of your adventures you are much more likely to be using vehicles in an arrest situation in busy traffic, where they will need to be controlled, swerved, skidded, sharply cornered, and so on. For such situations you should use the other 3 ratings, which are scaled into the Combat Round system, and are expressed in terms of metres per Round (or m/R).

In the confused rush of combat, a vehicle cannot be driven at a speed greater than its Maximum Speed without suffering Control Loss. If you wish to take a vehicle up over its Maximum Speed, for whatever reason, and are able to save against this Control Loss, each vehicle has a Maximum Possible Speed equal to its Maximum Speed+Acceleration/Deceleration Rate.

Thus, for example, a Lawmaster bike in combat can be taken up to a Maximum Possible Speed of 560 metres per Round, if you save against Control Loss ir successful.

To reach such speeds, however, a vehicle must gradually accelerate, at a fixed rate, until it is eventually travelling at the required speed. Similarly, if you are travelling along at over 200 metres a Round, you will not be able to come to a dead stop without losing control of your vehicle. Instead, each vehicle has an Acceleration/Deceleration Rate, which is the maximum rate you may increase or decrease your speed per Round.

For example, a vehicle with an Acceleration/Deceleration Rate of 20 which is travelling at 100 metres per Combat Round may reduce its speed to 80 in the next Round; in the next, it may be reduced to 60, and so on.

Each vehicle's Acc/Dec Rate is noted in its particular Profile. You will notice that most vehicles are potentially capable of very high speeds, and as a result are rather chaotic when involved in simple combat, as they tend to appear and race through the action in a split second, unless they are travelling at a deliberately slow speed. If they were travelling at their Full Speeds, you wouldn't see them as they sped past in a blur (and their drivers certainly wouldn't be able to manoeuvre into combat).

Stopping

Once a vehicle has slowed down sufficiently, it may come to a stop. Each vehicle has a Maximum Stop Speed, which is the greatest speed a vehicle may be travelling at to stop safely. Because brakes are reasonably efficient, this speed is usually higher than the Acceleration/Deceleration Rate; if you have to make an emergency stop, travelling at a speed higher than your Stop Speed, however, you must roll for Control Loss, as detailed below.

For example, a Lawmaster has an Acc/Dec Rate of 80, and a Stop Speed of 120. If it is travelling at 140 m/R it will require 2 Actions (but not necessarily 2 Rounds) to stop dead. On the first Action it must be slowed by 80 to 60 (using the standard Drive Action). On the second Action, it will come to a dead stop, using a Halt Vehicle Action (which as explained before is separate from the single Drive Vehicle Action you are allowed in a Round).

Hover Vehicles

Using the futuristic technology of Mega-City One, vehicle manufacturers have developed an interesting variant on the standard road vehicles, by introducing Hover vehicles. These are much more expensive than the standard road-confined cars, but are nevertheless quite common. Hover vehicles may skim over the surface of roads, as if they were normal wheeled vehicles. In this mode they should be treated like normal vehicles, as above. Alternately, they may be flown through the air, like a standard aircraft, though Hover vehicles do not handle anything like as well. In the air, a hover vehicle may Climb at a rate of 25% of its current speed (round fractions up to whole numbers), and Dive at a rate of 50% of its current speed. In an emergency, you may attempt to Climb or Dive at speeds greater than this, but you must save against Control Loss, as detailed below.

Automatic Control Units

A vehicle fitted with an Auto Drive or Auto Pilot is capable of making independent decisions, and of acting without the supervision of its driver or rider. If such a vehicle were to be ordered to plot and steer a course to a given location, it will attempt to; whilst in motion, the Auto unit will keep the vehicle safely on the road, and at a constant speed (traffic conditions permitting). Auto units have their own Initiative and Drive Skill scores, and enter play in their own right, usually under the control of your GM. All units have built-in safety features, which prevent them from overstepping their own capabilities (thus, a vehicle on Auto will not drive at a speed greater than its Maximum Speed, for example). Units will usually be under your direct control, or that of another character.

The following features are common to all Auto units:

- Voice synthesiser, with which the unit communicates with its operator.
- Automatic control of all vehicle faculties, including drive, steering and armament sections, until directly countermanded by the operator.
- Visual and radar guidance systems, including access to Traffic Control, which enable the vehicle to manoeuvre in heavy traffic.

Vehicles on Auto which are acting under your direct vocal command take their turn at the same time as you do; but vehicles which are acting independently of any orders take a turn as normal, depending upon their Initiative skill, and its resultant Actions. The average scores for a standard Auto Drive are Initiative 30 and Drive Skill 30, though these will often vary from model to model.



Usually, all functions controlled by an Auto unit are turned over to Manual as soon as you sit in the driving seat. You may vocally order an Auto unit to take over control of any of its functions, or you may use a switch. When the vehicle is on Auto, it will obey orders, but you lose absolute control over the running of the vehicle. In this mode, you need only expend Actions in Speaking to make the vehicle operate. A character who has no Actions at all due to injuries, will usually be allowed to order his bike to carry him to the nearest medical help.

Characters in Vehicles

When you and your fellow characters get into or onto a vehicle, you should note which of you is sat where, and specifically who is doing the driving. In the event of someone shooting at your vehicle, the Profile for the vehicle will include a Driver, and you should use this chart rather than a Human Hit Location chart, and consider vehicle and driver to be one target. Of course, if the random hit on the vehicle does turn out to have hit you, you should *then* roll on your own Hit Location chart, to determine exactly where you have been hit, just like normal weapon combat. If you are wounded whilst in Manual control of a vehicle, you must roll for Control Loss, until you are able to bring the vehicle to a safe halt.

Control Loss

You may find you have lost control of your vehicle for any number of reasons, including going too fast, trying to stop too suddenly, having to swerve around an obstruction, and so on. In the following Combat Round, you may try and regain control, in your Drive Action, by rolling against your *Drive Skill* as a percentage. If the roll succeeds, you may regain full control of your vehicle in your next Drive Action, unless the vehicle is still in a position requiring a Control Loss roll (such as still moving much too fast). If you fail your *Drive Skill* roll, the vehicle will suffer from Control Loss again, (but you may try and regain control next Combat Round (if you are still in one piece!)).

When Control Loss occurs, your Game Master will roll to determine the direction the vehicle will travel in during the next Combat Round, by consulting the section in his *Game Master's Book*. Once he has determined the direction, the vehicle will be travelling at the speed it was originally going at, whatever the consequences. Remember, there is nobody controlling this vehicle! There is also a chance, if the vehicle is travelling fast enough, of it Spinning, Skidding or Rolling, which your GM will again determine. If your vehicle goes into a *Roll* it may end up on its roof or on its side; whatever happens, it will badly damage the vehicle. A *Skid* will do less damage, but may end up spinning the vehicle. In this latter case, you may have to roll against your *Drive Skill* to regain some control of your vehicle. Your GM will give you full details of what happens to you and your vehicle should any of these happen to you.

Control Loss of Flying Vehicles

Obviously, vehicles many hundreds of metres above the ground will not roll or spin when you lose control of them. Instead, Control Loss means that the craft will simply start to plummet downwards, gaining speed very rapidly, until you either recover the controls and drag it back up into the air, or smash straight into the ground! You may try as usual to regain control by rolling your *Drive Skill* as a percentage once per Combat Round. Your GM will give you further details should the occasion arise.

Collisions

With so many vehicles crowding onto the 13¼ billion miles of Mega-City One's roads, there are ample 'opportunities' for collisions to occur, especially if you are a Judge chasing a fleeing Perp through heavy traffic. When a vehicle goes out of control in the middle lane of a crowded Meg-way, it is virtually certain that it will hit other vehicles. Although there are a large number of vehicles which tie in to Traffic Control and operate on Auto from central computer control, there are still numerous drivers who do not.

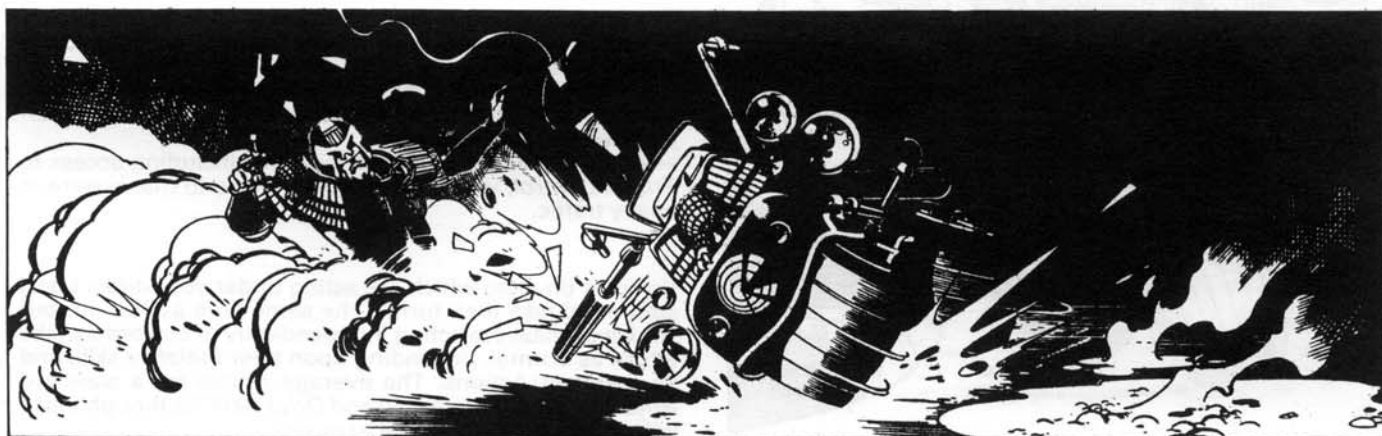
What a vehicle actually hits will, of course, depend upon what exactly is in the way at the time, if anything. To this end, it is up to the Game Master to decide just what happens. (In such instances, model vehicles and detailed maps are obviously useful.) Once he has determined just what has happened, you should then work out what damage has occurred.

Damage To Vehicles: Damage to colliding vehicles may be calculated by adding together their respective speeds. Every 20 metres of aggregate speed will cause 1 random hit on each vehicle involved, in this case rounding *down* any fractions.

For example, if a car moving at 50 m/R hits another travelling at 35 m/R their combined speed is 85 metres, resulting in 4 random hits to each vehicle. If the same car hits a stationary object, the combined speed would be 50+0 metres, resulting in 2 hits.

Damage To Buildings: Buildings and other large structures are a lot harder, in general, so any vehicle colliding with one will take *TWO* hits per 20 m/R of speed. Buildings may be damaged, depending on the speed of the vehicle hitting them, but it is very unlikely that they will take any serious damage. Generally speaking you won't do much damage to a city block by ramming it — unless you happen to be piloting a 250,000 tonne spaceliner of course!

Large plate-plasteen windows can be driven through, however, causing D2-1 hits on the vehicle, and breaking the window. Shattered plasteen has a 25% chance of hitting anyone within 3 metres, causing 1 hit.



Damage To People: If a moving vehicle strikes a person, it will cause 1 random hit for every 20 metres of speed (rounding down again). The vehicle itself has a 20% chance of receiving 1 hit as a result of the collision. There is also a chance of Control Loss: 50% chance for a bike, and a 10% chance for any other vehicle.

LIFTING & THROWING

Lifting up or putting down items of furniture, people, equipment, and other fairly heavy and inconvenient objects will take at least 1 Action; a heavier item, which needs a longer time to get a grip on, and gradually lift, may require longer, at the Game Master's discretion. Really heavy objects may need the combined efforts of a number of people, each expending their Actions; in this case, you should all be assumed to have 2 Actions, with everyone's Actions occurring at the same time.

To lift anything which weighs more than half your allowed Carry or Lift weight as detailed below, you must have both hands free. When you have the object in your hands, the number of Move Actions you are able to make in a round is halved (rounding up), and you may not run or jump.

Dragging a heavy item will likewise halve the number of Move Actions. You will be allowed to drag items which are too heavy to carry, or too large or cumbersome to lift. Large items of furniture or equipment are obvious examples.

Throwing weighty objects will likewise require both hands, and will need 2 Actions: 1 to lift, and one to throw. You cannot throw anything you cannot carry. As detailed in Chapter 3, you may throw a small object such as a grenade or hand-bomb for up to $(\text{Current Strength} \times 3) + 15$ metres. The maximum weight of such an object is 5kg; for every 2kgs over this weight, reduce the range it can be thrown by 1 metre, with a minimum distance of 0 metres (ie you can't really throw the object at all, though you may still be able to drop it!).

The following chart is offered as a rough guide to what you are able to lift. These figures do not make allowances for the size or awkwardness of the object; the Game Master will adjust the weight you are allowed to carry accordingly.

	Max Carry	Max Lift	Max Drag
S1	30 kilos	50 kilos	80 kilos
S2	50 kilos	75 kilos	120 kilos
S3	70 kilos	100 kilos	160 kilos

Max Carry: This weight is the maximum that can be carried for any length of time greater than 1 Game Turn (6 Combat Rounds).

Max Lift: This is the maximum weight that can be briefly lifted, using a method similar to that of a weight-lifter. Objects that weigh more than the **Max Carry** limit cannot be held up for more than 1 Game Turn (6 Combat Rounds).

Max Drag: This weight is the maximum that you can drag, without lifting the item off the floor. The weight assumes that the floor surface is reasonably flat; if it is rougher than usual, the Game Master may decide to reduce the weight that can be dragged across it.

For occasions when there are two or more people lifting one object, the new weight limits are a half (of their original weight) again. Thus if two people with *Strengths* of 3 are moving something, they can carry 70+35, or 105 kg; three such people could carry 70+35+35, or 140kg, and so on. Two or more people trying to throw a heavy object will add an extra metre to the distance for each extra point of *Strength*. Thus two characters with *Strength* 3 can throw for a standard distance of 24 metres, minus the modifiers for the weight of the object. If there are any difficulties in working out these rather complicated manoeuvres, your GM will be able to help, or make a ruling depending upon the situation.



FALLS & FALLING OBJECTS

Falling

Any fall from a height greater than 3 metres will damage you, to a greater or lesser extent, depending upon the height of the fall. You will take 1 random hit for every 5 metres fallen (rounding up). If you are unsure of the exact distance, it may be easier to assume that each storey of a building will be 5 metres.

If you are wearing armour on your head, arms or legs, it will give a normal Armour Save. Soft landings are rare in Mega-City One, but in the event of a fall being broken, by water, a Judge's cling-net, or whatever, you should give each hit an Effect Modifier of -1 (and thus take 1 off the damage die roll). Conversely, landing on a particularly sharp object (such as a length of pointed railings!) may add a +1 Effect Modifier, subject to the Game Master's discretion.

After you have made the fall, you will lose a Combat Round's worth of Actions recovering. In other words, if you normally have 6 Actions a Round, you lose your next 6 Actions, and so on.

Falling Objects

With falling objects, there are two factors that need to be taken into account — the weight of the object, and the height it is falling from. To this end, you should take 1 hit for every 5 metres the object has fallen, and 1 hit for every 50 kilos that the object weighs (rounding down in both cases, to a minimum of 1 hit). The Game Master should hopefully have determined the weights of various objects beforehand, based around the tables in the *Game Master's Book*.

Falling objects must be fairly substantial in order to inflict heavy damage; objects such as glass vases, bottles, books, etc, will rarely do more than 1 hit, no matter how far they fall before they hit (though the Game Master may decide to adjust the Effect Modifier if they fall from a very great height).

Objects being dropped count as standard targets, but there will be the usual modifier for a Moving Target, no matter what angle you are firing from.

Falling from Moving Vehicles

Anyone falling from, being thrown out of, or trying to escape from, a moving vehicle will suffer damage. You will take 1 hit for every full 10 metres that the vehicle is travelling this turn, rounding down, but with a minimum of 1 hit.

DOORS

In the course of your investigations, you will undoubtedly find yourself on the wrong side of a barred door. This section deals with all types of locks, and how to get past them. You, of course, will not put this information to practical use; you will rarely need to do more than kick a door open.

Locked Doors

Mega-City One being what it is, it is unsurprising that almost every door in the city is kept locked at all times! In the course of your daily patrols you will come across all sorts of different locks, but the three main types are as follows.

There are the standard mechanical locks, using keys or bolts, using designs which have changed little over hundreds of years. These are normally to be found on old pre-Atomic War buildings, antique vehicles and the like. These usually need the specific key to open, but can be broken through quite easily (see below). Many vehicles and a few buildings and apartments have similar locks, though slightly more up-to-date, in that they read a magnetic card, rather like a credit card, which has a specific code written into the magnetic strip on the back. These locks cannot be broken by an *Auto-key*, but can be opened by simply dismantling the lock unit (which does take time) or by breaking open the door itself.

More modern locks have a keyboard-style access, into which a specific number-code must be punched for the lock to open. An *Auto-key* device will be able to decode the lock and open it. (*Auto-keys* are only used by criminals, and are detailed in the *Game Master's Book*.) It takes 1 Action to punch in a code on a keyboard.

There are also even more sophisticated locks involving vocal commands or hand prints. The first recognise both the words said and the voice patterns of the person saying them. Recorded voices will not always be accepted, but given time (and an operator with a high Tech Skill) a computer Voice Synth may be able to come up with the appropriate voice pattern, only leaving the would-be door-cracker to discover the right code word (though many cheaper locks will accept any words, relying only on the correct voice). Speaking a vocal command to open a lock will take the usual 1 Action per 10 words; trying to figure out the exact voice pattern will take much longer. Hand-print operated locks are the most difficult to crack, as they can only be opened by the person who programmed them. The hand print must be from a warm, living person, and must be the correct hand too! Fortunately for the would-be burglar, however, these units have a safety over-ride circuit, which may be used by a computer to break the lock. The *Game Master's Book* has more details on such criminal activities.

Unlocked doors will still require the expenditure of another Action to open, as detailed in *Chapter 3*.

Breaking Down Doors

When faced with a locked door, you may attempt to open it, by forcing it or actually smashing it in. Your basic chance of succeeding is equal to your *Strength* $\times 20$, rolled as a percentage. The Game Master may decide to impose a modifier for a stronger or weaker door. Attempting to force or break open a door will cost 1 Action, though you may attempt to break the door over a number of Actions. Each unsuccessful attempt will add 5% to your chance of break-

ing the door open, though it will obviously also add to the time you are taking, and may completely ruin the element of surprise.

For example, Judge Minter is following up some routine enquiries, and has called at the house of a particular citizen. Knocking at the door (Judges never ring the bell!), she calls out, 'You in there, open up! It's the Law!' Getting no answer, but hearing various sounds of scurrying from inside, she decides to force the door. With a Strength of 2, she has a 40% chance of success. In her first Action she rolls a 65, and fails. Inside, meanwhile, the citizen is hastily feeding the evidence (the body of his wife!) down the garbage grinder. Judge Minter tries the door again, and this time her chance is 45%. She rolls a 05, and flies into the flat, bursting through into the kitchenette just in time to see a pair of feet disappear into the machine!

Held Doors

A door may be held shut, by someone or something. If the door is held by someone, the chance of breaking it in is reduced by 10% per *Strength* point the holder has. The holder may not perform any other Actions other than *Speak* whilst he is holding the door.

If it is an object that is blocking the door, there is a -5% for every 25 kilos weight put behind the door. The Game Master may decide to add or subtract further modifiers, depending on other circumstances. A chair wedged under a door handle will not have much of a modifier because of its weight, but it will nevertheless be very effective at keeping all but the strongest people out, for example.

Listening At Doors

You may listen at a door in an attempt to try and hear anything which may be within. The attempt will take 1 Combat Round (this includes manoeuvring your ear quietly against the door, and listening for an adequate length of time). To determine whether you have heard anything, the Game Master will roll, in secret, against your *Street Skill*. He rolls in secret because in the event of failure, there may not be a noise to hear, or you may just not have heard it.

Doors As Targets

A lock may be shot at, in an attempt to open the door. Locks are considered Small Targets, and you will have the standard modification to your die roll. Do not forget, however, that a broken lock is not necessarily open — your shot could have jammed it shut, or completely damaged the mechanism and thus destroyed any chance of the lock ever being opened. There is also a chance, particularly when dealing with computerised locks, that you have not recognised where exactly the lock's mechanism actually is. The Game Master has more information on this, to assist you when you attempt to shoot off a lock.

Shooting Through Doors

Shooting through a door which is currently being held is acceptable as long as there is no other alternative. If the *Perp* has used firearms, or can be considered violent and dangerous, there is justification; if an unarmed *Juve* scrawler has locked himself in a lavatory, there is definitely not!

People holding doors shut may be hit by shots coming through a door. Most doors are not bullet-proof; in the case of bank vaults, Justice Department security doors, or other large armoured structures, however, the Game Master may decide to impose a modifier to the chance of scoring a successful penetrative hit. Shots fired through doors count as *Wild Fire* into the room beyond, with any character holding the door counting as the target. This is for damage only — a Judge must still *Aim* if he wishes to shoot through a door,

and anyone using Wild Fire to hit the door in the first place will have the effect of their fire halved again.

For example, Red Stripe Bemmo the notorious assassin, wishes to fire through a door, into an apartment which he believes contains two Judges. He fires quickly, without Aiming, with a Combat Skill of 64. He is 3 metres away from the door, and the nearest Judge is another 4 metres away, on the other side of the door. The total range for the shot is therefore 7 metres, which means that his standard Wild Fire chance would be 32. Because he isn't Aiming, however, this score is further halved down to 16%...

REPAIRING EQUIPMENT

In the course of an adventure, it may turn out that a particular item of equipment will break, or be damaged, in any one of a number of circumstances. Should this happen, for whatever reason, you may wish (or need) to attempt to repair the equipment.

As has already been detailed, in the *Effects of Damage to Equipment* section Chapter 3 earlier, most items are made up of Vital, and Non-vital Components.

Should a Vital Component be damaged, it may not be replaced, and the item will be unusable, and must be replaced as a whole.

Non-vital components *may* be replaced should they break, however, but only if the particular replacement part is available. Your Lawmaster has spare parts for your Lawgiver, and various bike parts, including its weapons, computer, and headlamps. Other items of equipment may have spare parts with them — a truck, for example, would usually have spare spark plugs, fan belt, tyres, and so on. Smaller items will rarely have spares available, however, and will therefore be unrepairable.

If you do have spare parts available for the broken equipment, you may attempt to repair the item. You must first try and work out which particular part of the equipment has been damaged. In the 22nd Century, everything is crammed full of micro-circuitry and computer chips; as a result, finding out exactly which little bit has broken can be rather difficult. You should roll against your *Tech Skill* as a percentage in order to recognise what is wrong.

Once you have found what is wrong, you may attempt to fit a new piece. To fit it correctly, you must again roll against your *Tech Skill*, as a percentage. If successful, the equipment is repaired, and you may use it again.

It will take you 2 Actions to recognise and remove the broken component; 1 Action to remove the part from your belt pouch, or wherever; and 1 Action to fit the new piece.

I MEANT WHAT I SAID, JUDGE!



5:0N PATROL



To support your Judges in their unceasing fight against crime in Mega-City One, there is the full weight of the Justice Department. The Department is virtually a separate section of the Mega-City community, with its own schools, housing, and other buildings, and inhabited by a rather special class of people. Every day and every night, Judges like you emerge, to go and patrol the streets of Mega-City One, on the look-out for crime.

Each and every day, your Judge (or team of Judges) is required to spend at least 12 hours on 'active service'; this may include a circuitous patrol of the city, surveillance duty in a Watching Bay overlooking a major road junction, research or interrogation in your local Sector House, or just catching up with all the paperwork (though this last activity is usually done after the 'active shift' has ended). Most adventures will start whilst your Judges are patrolling the Mega-City; you may see a crime being committed, or be called in to respond to an offence seen by a security camera or reported by a citizen.

PATCHES & PATROLS

Your Judge may be assigned a specific patch or patrol route for the particular Sector they are currently stationed in. A patch will usually cover a square of your Sector about 50 by 50 kilometres; each patch will overlap, however, to provide an all-over coverage of the whole Sector. Judges may alternatively be given patrol routes, which take them across the whole of the Sector, and occasionally beyond. Each Judge has a particular route, along the teeming Meg-Ways and Sked-ways, which may take him past busy junctions or through volatile (or just plain rough) neighbourhoods. The route is sometimes between two set points, with the actual route taken being left up to the Judge.

When first assigned a new patch, you will be able to learn general details about the area by subconsciously being fed information by a computer whilst in a hypnotic trance or

asleep. These will take in the physical nature of the area, with its Blocks, roadways, and special and public buildings; and its history, including details of local Perps and famous crimes. When you start patrolling your patch, you will pick up much more specialised knowledge of the area, though, and will soon become aware of the particular group of citizens which inhabit it. You may get to know prominent people, local Juve and Punk gangs, Perp rackets and possibly acquire a few *Narks*, informants who keep an ear open for you (at a cost). (There is more information on *Narks* in Chapter 6.)

While on patrol, it is common practice for a Judge to spend some time sat on his Lawmaster in a *Watching Bay*. These are small lay-bys, generally just off a major Meg-Way, from which a Judge can observe a wide area. Often located overlooking particularly dangerous traffic junctions and large city pedestrian plazas, Judges may position themselves here, both looking out for trouble and awaiting a call from MAC, the Justice Department computer, asking them to respond to a crime nearby.

COMMUNICATING

Whilst out on patrol, there should be a frequent two-way exchange going on between you and your Sector House, or with MAC the Justice Department computer. There will be information on crimes, local traffic conditions, and so on, and in return you may require reinforcements, information on Perps, and much more. On your Lawmaster you have a vid-screen, communications unit, and a hand-held radio; and you have a short-range radio mike, which can relay messages to other Judges close by, built into your helmet.

Vid-screen

The Lawmaster's vid-screen is the standard link with your Sector House and MAC, scrolling up a constant stream of crime incidents, Judges' information, and general messages.

There is also a sound function with the vid-screen, which may be left on all the time to read out every entry on the screen as it arrives, or it may be switched so it only operates when a call specifically relating to you is received.

The communications unit enables you to relay a message, via the bike's computer, to your Sector House or to MAC, using only a vocal command, and rather than having to use the hand-held radio. It costs 1 Action to activate the unit, 1 Action for the computer to make the link, and then you may speak up to your word limit per Round.

Hand-radio

This unit is stored on the vid-panel of the Lawmaster, to one side of the vid-screen, and is attached by a coiled lead which can be extended for up to 3 metres. The hand-radio may be used for a wide variety of communication links. It is normally used to set up a link with the Sector House or MAC, and may be used from anywhere within the Mega-City. Using the 'radio requires 1 Action to attempt to make the link; this is successfully achieved by rolling your *Tech Skill* as a percentage (usually accompanied by the words, 'Judge Evans to control — come in control!' or some such). If you fail at this roll, you may repeat your attempt on your next available Action, until contact is made.

For example, Judge Elliott is out on patrol, riding down Marcus L Rowland Slipzoom, when he sees the familiarly obese outline of an old enemy trying vainly to hide behind a holding post. Recognising the shape as belonging to Dik 'Wide-boy' Edwards, he radios in to his Sector House to inform them that he is giving chase. Picking up his hand-radio (1 Action), he tries to contact them, rolling against a Tech Skill of 79 (another 1 Action). He rolls a 91, however, only gets a local Robo-taxi firm and a lot of static! Next Action he rolls again, and with a score of 16 finally manages to get through...

Helmet Radio

The helmet radio may be used to talk to another Judge within this Sector, or to the Lawmaster's computer (which may then set up a link between the helmet radio and your

Sector House, for example). This method will not normally require a *Tech Skill* roll.

You may talk normally with anyone within 7 metres; this range also applies to the cries of creatures, and the voice-boxes of robots and other equipment. You may shout — and be understood — at a range of up to 20 metres. Using a megaphone or the Lawmaster's voice-box will extend such a range to 50 metres; activating the 'synth will require 1 Action.

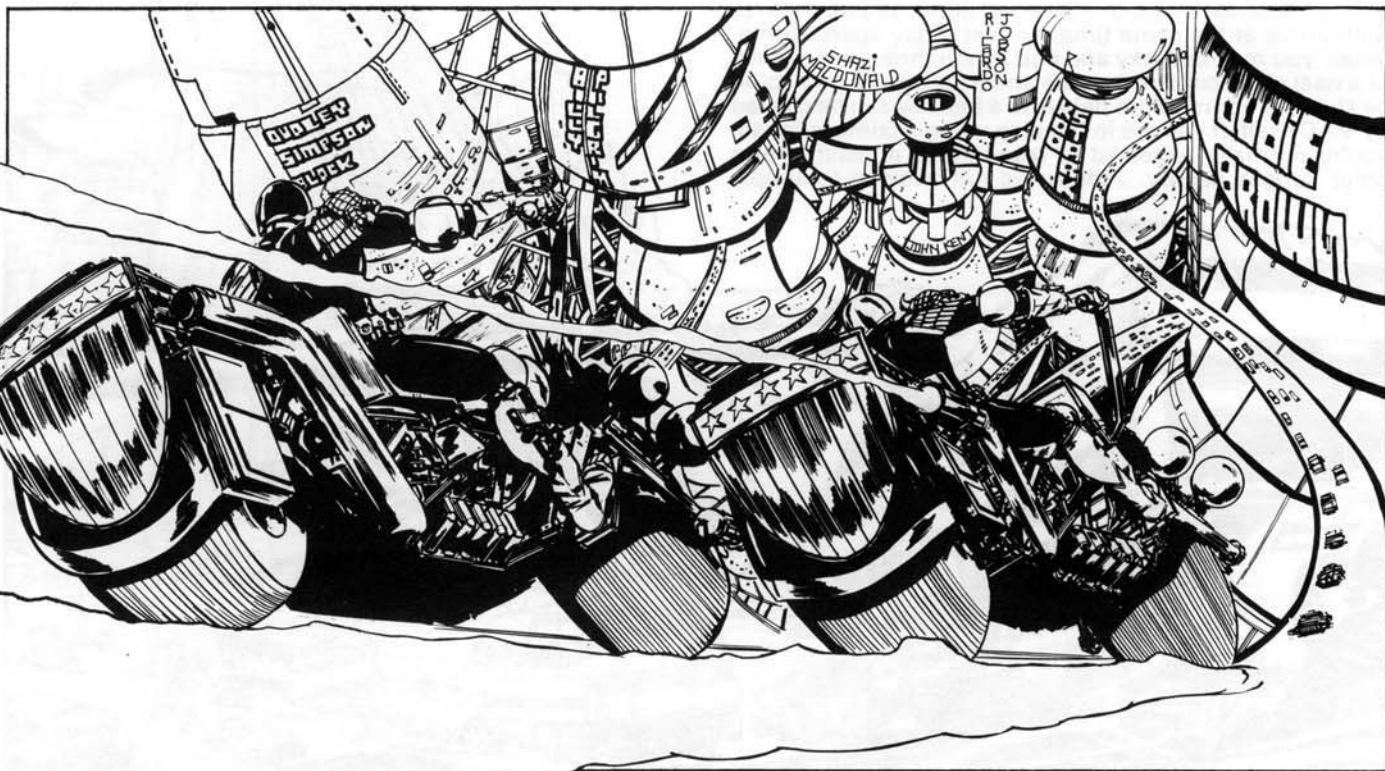
MOVING IN THE MEGA-CITY

Whilst on patrol, it is usual for you and your fellow Judges to be cruising on your Lawmaster bikes, waiting for a call from MAC or on the look-out for crime yourself. To this end, every Judge should be aware of the incredible complexities of the MC-1 road system. There were approximately 13¼ billion miles of road before the Apocalypse War, and even the ravages of that conflict haven't reduced the total by much. Vast roadways, tens of lanes wide, spiral up around and in between the Blocks, many levels above the ground, where, at City Bottom, more roadways teem with vehicles and pedestrians!

As a result, Judges tend to only learn (in any great detail) the particular routes which they travel regularly, usually as part of their patrols; should you have to deviate from such a path, you can contact *Traffic Control* at the Justice Department for the best route, and program it into the Automatic setting of your Lawmaster.

The Mega-City's road system is nominally divided into a number of categories of road, depending upon the size and function of the roadway, though the terms are often more confusing than informative. Some of the most common terms are as follows:

Meg-Way: Major roadway, normally with 3 or more lanes (and often as many as 40!), and usually with traffic going both ways.



Skedway: A lesser road, up to 5 lanes wide, but often just one, and normally with one-way traffic only. Occasionally also known as a *Speedway*.

Slipzoom: A side road, often connecting two larger roadways.

Pipeway & Zipstrip: A minor road that leads to a Block; the former is enclosed, the latter open to the air.

Each roadway is also called by a proper name, a city reference number, and often several nicknames too, which all go to confuse everybody even further. The main Meg-Ways are called names such as Sector 12 Xpressway, or Meg-Way East, as well as being given reference numbers. The Judges will usually refer to such numbers (such as Megway 1143, for example), though not always! Lesser roads often don't have numbers, and may be called virtually anything! Some are named like traditional streets, with examples like Bill Burroughs Boulevard, Jon Sutherland Skedway, or Victory Avenue; others are named after the Blocks they serve, such as the Davy Langford Slipzoom, Hilda Ogden Skedway 1, or Milos Mastrianni Xpressway. Basically, a roadway can be called virtually anything, and there can never be any hard and fast rules about them — you must expect only to be thoroughly confused, just like the citizens!

Moving along the Mega-City's roads is a very unpredictable affair. Multiple pile-ups, sixty mile tail-backs, day-long jams, street pirates and Wreckers (modern day highwaymen), and a fair proportion of homicidally-inclined drivers all go together to make any journey time more a matter of luck than distance. Furthermore, just because it takes you, say, 4 hours to get from A to B one day, it does not follow at all that it will take 4 hours to go from B to A, or even to go from A to B a few hours later! Travelling across from one point within a Sector to another in the same Sector will take *10 x D20 Game Turns*, though more or less time may be specified by the Game Master, according to the needs of the adventure he is running. (This time may also be modified for a *Special Ability* based around *Street Skill*; see *Chapter 6, Experienced Judges* for more details.)

It is perfectly possible, given the utterly shambolic nature of Mega-City One's road system, for two Judges to set off from a particular point, one after the other, and for them to both arrive at the same time, or over a day apart! Sometimes, you may be lucky and find a path through the jams, or a neat short-cut down a side-street; at others, you could be stuck for hours! More delays to a journey can be caused by MAC itself. If you are in the area when a crime is called, you're normally expected to respond, or at least inform other Judges nearby. Judges are not allowed to simply

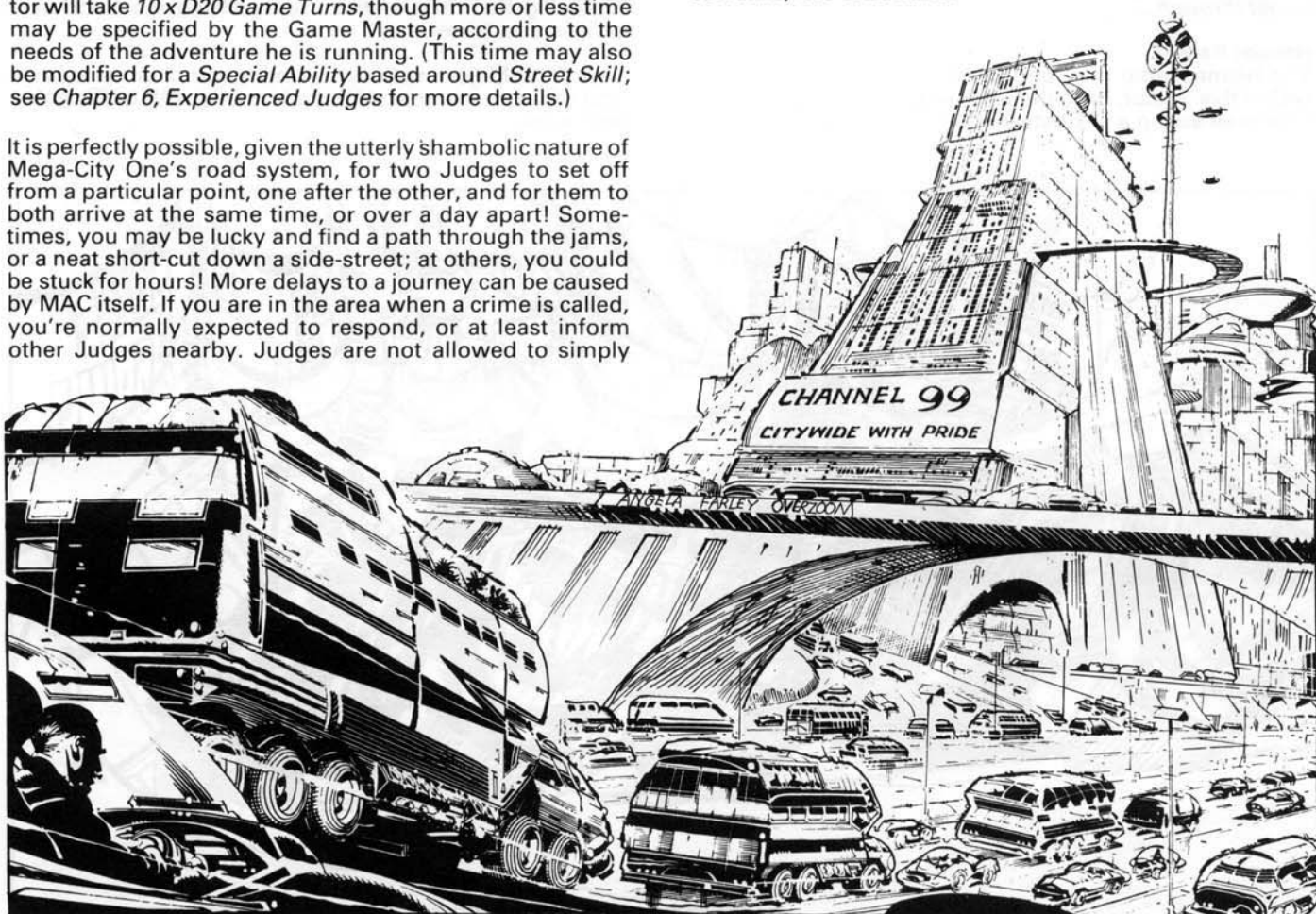
ignore any breaking of the Law, just because they are on a different case!

Moving between Sectors will take much longer. Multiply the time taken by the number of Sectors you are moving through. Thus, moving from one Sector to another entails moving through two Sectors, and you should double the time taken. Moving from a particular Sector, through a second, and into a third will involve trebling the time, and so on.

MOVING ON FOOT

Walking in Mega-City One is not quite as dangerous as driving, but it is pretty close! At City Bottom, the 'ground level' of the Mega-City, there are many pedestrian-only plazas. During most of the day and much of the night, these are crowded with people. There will be many ordinary citizens strolling and socialising. There will be small stalls, selling kneepads or candy. There may be gangs of Juves or Punks, strutting around and posing in their latest fashion radiation cloaks. And there will always be Perps — tap gangs (muggers) are most common, but there may also be dunks (pick-pockets), pongos (confidence tricksters), and many others.

When moving around the plazas and parks, most civos will walk, or more usually these days use the Slidewalks and Eezigrides — the moving pavements. These are rather slow, however, and would be useless to you if you were chasing a Perp, and you would do better to rely on your feet or your Lawmaster. In some plazas, particularly the larger ones, there may be *Block Buggies*, small single-seater electric seats which can be steered around any level piece of ground on their small wheels. They don't go especially fast, but many citizens use them to get to places which aren't served by the Slidewalks.



Above the ground, there are *Pedways*, often combined with *Slidewalks*, which soar and spiral up to various levels of the Blocks, in a similar fashion to the Meg-Ways. Alongside some roads there are sidewalks and pavements, but most of the higher roadways are vehicle-only.

The standard Move Action walking distance of (up to) 8m a Combat Round is only used when carefully stalking about in a combat situation. On the streets you can increase this to 12m, or 72m a Game Turn, provided the area is not too crowded. Running will double this speed, but again you will be subject to the other pavement users. Moving pavements travel at a carefully regulated 10m/R, and are fitted with prominent safety cut-off switches in case of accidents.

PUBLIC TRANSPORT

In Mega-City One, there are a number of different forms of public transport. Although you as a Judge will not normally use them, it may happen that you have to chase a fleeing perp via one, or deal with an accident (or crime) involving one.

The cheapest form of transport for most citizens is the *Autobus*. These 22nd Century versions of the standard city bus are enormous, often consisting of a large number of coaches strung together, pulled by a leading tractor-type unit. Fares are reasonably cheap, but passengers are usually only those who aren't in a hurry (see the note about travelling times above!). Slightly quicker, though dearer, there are the *Hoverbuses*. Like the Autobuses, they stop at predetermined points throughout the Mega-City, though in this case these stops are usually high up the levels of tall Blocks. A Hoverbus is usually quite small in comparison to an Autobus, seating perhaps 40 people.

As well the buses there are close on a million small *Robo-taxis*, individual hover vehicles controlled by robot drivers. These are expensive, but will take you exactly where you want to go in a reasonable sort of time.

The most widely-used form of transport over any great distance is the *Zoomtube* or *Skyrail*, which is a very fast aerial railway that runs through long stretches of the Mega-City. There are numerous routes and stations, and it is possible to get to virtually anywhere via the Zoom. It is reasonably cheap, and fast, but is very crowded at all times. (One interesting result of Mega-City One's 87% unemployment rate is that there is never a 'rush hour' of people going to or from work!)

Your Game Master will have full details of the speeds of these various modes of transport, in the *Game Master's Book*.

ACCESSING & USING DATA

Whilst you are patrolling the streets, there will be many occasions when you will require extra information on any number of subjects, from the quickest route to somewhere, to full details of a Perp's record. Finding such information will depend on your consulting one of the several data sources available.

MAC

MAC is the Justice Department's central computer. It deals with most of its day-to-day running, providing every Judge with a continuous data supply via your Lawmaster's vid-screen, as well as maintaining full data files and records of every case the Judges have ever handled (as you may expect, it's a very large data-file). Furthermore, data is also received and stored from each of the million or so 'spy-in-the-sky' flying cameras which watch the Mega-City, as well as from the street surveillance cameras positioned on most street corners. These are sometimes used to find the last known whereabouts of a particular person (simply by typing in their name — MAC already has full details of their appearance), or in fact find out where someone was at any particular time in the last 45 years!!

Quite often, numerous vital clues to the solving of a case will be hidden somewhere within MAC's gigantic data banks. You may access MAC's files either remotely (from your Lawmaster), or by using a terminal in your Sector House or Justice Headquarters. From your Lawmaster, you may ask a trained operator with access to MAC (usually back at your Sector House) to find out a particular detail, or to give everything on the file, on a specified subject. The operator, usually a specially-trained Tech-Judge, can give a verbal reply to a simple question (such as 'Where was Stevie 'The Puffin' Jackson last seen?'), or feed the data onto the Lawmaster's vid-screen if it is too long to be spoken (such as 'Puffin' Jackson's criminal record). The operator will usually be a specially-trained Tech-Judge, with a high *Tech Skill*, and will therefore have a good chance of finding the required data if it is available. The Game Master will inform you whether the operator's search was successful.

Alternatively, you may utilise one of the numerous terminals in your Sector House, or indeed in any of the other Justice Department buildings. These terminals give direct access to MAC. This does mean, however, that you will have to rely on your own computer knowledge (based on your *Tech Skill*). The Game Master will roll (in secret) to see whether you find the relevant data. You may examine and re-examine material as often as you like, with your GM rolling every Game Turn until you are successful. In such situations, however, you may often be very pressed for time (someone might be getting murdered out there!), and it is probably best to save personalised computer use for when you have the time to spare, and for emergencies.

Barney

MAC is closely linked to Barney, the civil computer housed in City Hall. Whereas MAC's details on all the citizens are to do with security (crime records, mental welfare and personal habits, political persuasions, etc), Barney's are more to do with the normal running of the city, including a citizen's tax returns, financial situation, housing records, vehicle and weapon licensing, and so on. Barney can be accessed by MAC as an automatic function of looking for data. Alternatively, you may decide to visit Barney yourself, in City Hall (which is in Sector 38, East region).

Accessing Barney is included in the *Tech Skill* roll for using MAC.

Libraries

Apart from retaining the standard works of fiction and academia (including reference books), the City Libraries (including the Central Mega-City Library, which is in Sector 48, East) also retain complete newspaper files. These can occasionally be very useful to your enquiries, especially if a crime has its roots in some event from the past.

The libraries store most of their material in the form of Vid-slugs, rather than printed matter, as these last much longer than paper. Even very ancient books and records have generally, by this time, been transferred onto vid.

All libraries have hundreds of terminals. These link into the General Index, from which any one of a billion titles can be accessed. You may scan any one of these on a vid-screen, or take away the required titles as Vid-slugs or paper print-outs.

Most Blocks also have libraries. These are smaller affairs, usually consisting of a small data bank and a large number of terminals which can access into the nearest proper library. Block libraries are occasionally useful for their archives, which detail the individual history of the Block in question — its famous citizens, most gruesome Block-wars, infamous crimes committed there, and so on.

ARRESTING & SENTENCING

Making an arrest is covered in detail in *Chapter Three*; but after all the action is over there is still a lot that can be done. The perps must be sentenced before they are taken away, via one of several methods, to one of several places. The scene of the crime must be cleaned up, either by forensics Tech-squads, or by a clean-up crew; buildings and road surfaces may have to be repaired, and traffic may have to be re-directed. And, of course, someone will have to take care of the bodies...



Sentencing

Once your perps have been arrested, they must be sentenced to a term in one of the Mega-City's Iso-blocks. In your first few adventures, you probably won't have much idea about the correct sentences to give for particular crimes. Most of the major ones are given in the list below, but the situation is often complicated by multiple crimes, strange circumstances, and so on. If you are stuck for a particular sentence, your Game Master may suggest an appropriate term from these guidelines. As your Judge gets more 'streetwise', he'll be able to give his own suggestions for sentences, and incorporate them into typically sardonic lines like 'You're doing five, creep!' The following are suggested sentences for typical crimes. These may be slightly modified for the severity of the crime. Remember — Judges are tough but fair!



Typical Sentences:

Murder	18 years to life
Mass Murder	30 years to life
Murder of a Judge	Life
Copycat Killing	Life
Fighting in Block War	30 years to life
Treason	Life
Futsie Murder	Life in a Kook Cube

Arson	25 years to life
Kidnapping	30 years to life
Paying a Ransom (incitement to kidnap)	5 years
Body Sharking	30 years to life
Organ-Legging	30 years to life

ARV (Armed Robbery with Violence) ..	18 — 30 years
Robbery	8 — 20 years
Burglary	10 — 20 years
Petty Theft	1 — 5 years
Sky Heist	20 years
Road Piracy	5 — 20 years
Tapping	5 — 15 years
Receiving Stolen Goods	1 — 5 years

Attempted Bribery of Judge	10 years
Resisting Arrest	1 — 5 years
Leaving scene of crime	6 months to 3 years
Jimpping	10 years
Public Nuisance	6 months to 3 years
Cheeking a Judge	6 months
Breach of the Peace	6 months to 5 years
Obstruction	6 months to 3 years

Rabble Rousing	1 — 5 years
Rioting	2 — 10 years
Rumble	3 months to 2 years
Brawling	6 months to 5 years
Common Assault	3 months to 3 years

Illegal Parking	3 — 10 months
Overdue on Meter	1 — 3 months
Defective Lights	500c fine
Jaywalking	100 days to 2 years
Running on a Walkway	1 — 10 months
Fare Dodging	6 months
Littering	1 — 200 days
Pranking	3 months to 5 years
Illegal Boinging®	20 years
Scrawling	3 months to 2 years
Illegal Smoking	6 months
Possession of Stookie pills	1 year (without pills)

Breach of Health Regulations ..	1000c fine to 2 years
Illegal Sugar Possession	1 year
Importing Sugar	10 years
Drug Possession	6 months to 8 years
Old Comic Selling	3 — 10 years
Unlicensed Weapon	3 years
Prohibited Vid-slugs	1 year each
Overdue Vid-slugs	3 months each
Prohibited books	1 year
Illegal Trading	1 — 3 years
Illegal Alien	Deportation
Illegal Mutant	Removal to Cursed Earth

Note: In certain cases, Revoking of Citizenship and exile in the Cursed Earth may be used as an alternative sentence.

After you have sentenced the perps, they may be taken to one of a number of different places, by a number of different means. Most perps must be taken to the nearest *Iso-Block*. These large, secure blocks are made up of hundreds of small, individual cells, in which prisoners serve their time. Each cell is made of semi-transparent plasteen, and is only fitted with sanitary and food input facilities.

Another destination may be the Sector House. You may take dangerous perps here for a temporary stay in the *Holding Tanks* (fortified cells) before they are transferred to a high-security *Iso-Block*. Perps may be interrogated here, by both physical and electronic means (including skin searches and dream analysis — see later). Very badly injured criminals can be put into *Sus-an* (suspended animation) in *The Vaults*, where they will stay until their injuries can be cured and they can serve their sentence.



In some cases, you will have to arrest people who are psychologically disturbed, particularly the victims of Future Shock Syndrome (*Futsies*). These must be taken to a Psycho-block, and imprisoned in one of the Psycho-cubes (sometimes known as Kook-cubes) for treatment, often over an indefinite period.

Very dangerous perps may be imprisoned elsewhere. Devil's Island is a very high security prison in Sector 102, East, which is situated on a traffic island surrounded on all sides by speeding juggernauts, which travel around on remote-control day and night, making escape impossible. Even more serious crimes may be punished by exile to one of the off-world prison colonies. The one on Titan is most feared, as it is 'home' to Judges who have been found to be corrupt and criminal. There is no atmosphere on Titan, so the bodies of the detainees are adapted (with their mouths and noses sealed up and air-pipes fitted into their throats) to live without spacesuits. No Perp will ever forget 20 years on Titan!

TRANSPORTING PERPS

Transporting a Perp, or gang of Perps, to an *Iso-Block* or the nearest Sector House may be done by one of several methods. If you are unable to stay with the Perps, either to wait for them to be collected or to take them in yourself, you may handcuff them to a *Holding Post*. These large plascrete columns are dotted around all areas of the Mega-City, and are covered with hoops to which a Perp may be handcuffed, to await collection by a Justice Department Pat-Wagon. As you speed off in hot pursuit of other Perps you should notify your HQ about the Perp, so that he can be picked up by the next wagon along. There are Holding Posts

on most street corners and city plazas — your GM will inform you of the location of the nearest one, should the need arise!

After a particularly large arrest, you may have already called in reinforcements. These will usually have included a number of Pat Wagons, which may be available to transport the Perps to their place of imprisonment.

If time allows it after an arrest, you may wait with your Perp for the wagon to arrive, or you may take him in yourself, if there is a Holding Tank or *Iso-Block* nearby. You may make Move Actions as standard, except that you may only make a maximum of 2 per Round, as you slowly lead your cuffed Perp(s) to the 'Cubes.

BACK UP UNITS

Although Judges are very tough characters, supposedly able to handle anything, there may well come a time when you really do need some extra firepower. In other situations, too, you may need to call upon the services of a back-up unit.

Do bear in mind, however, that the GM will not allow you to simply call in the heavy squad just because you are having a little trouble dealing with a couple of Juves! Unwarranted use of reinforcements may well earn you a demotion (or at least a loss in Experience Points!). This will not apply, however, to the use of a specialised Tek-Judge to do a forensics test, for example, or in any situation not covered by a normal Judge's training.

Medical Aid

Med-Squad: A standard Justice Department Med-squad consists of two drivers, 3 Med-Judges, and a Robodoc unit, in a modified Hover Wagon (H-Wagon). The team is equipped to treat all sorts of injuries, and can also transport injured characters to hospital.

Meat Wagon: If the Med-Squad is too late, a Meat Wagon is needed to take the corpses to the morgue, and from there onto *Resyk*, the Mega-City recycling plant.

Technical Crews

Clean-Up Squad: After all the fighting is over, the clean-up squads move in, in their huge Pat Wagons. They repair damaged street fittings, roadways and buildings, clean up contamination, and generally return everything to normal, using teams of especially-programmed droids.

Fire Squad: These crews are considered part of the Civil Administration, but they can be called in by Judges too. They put out fires, and are equipped with advanced fire-fighting vehicles and equipment, including Hover Water-cannon and Mobile Foam-carriers.

Tek Squad: These important units move into the scene of a crime, and deal with forensics and other technical evidence. They use *Snufflers* and *Street Scanners* to pick up the minutest shred of evidence, and they are not just Judges, but highly qualified scientists too. You may also need the services of a Tek-Judge when dealing with a computer, in repairing a particularly technical item, and providing other scientific details.

Extra Firepower

Heavy Weapons Team: These units are called in to deal with sieges, Block Wars, and other major disturbances. They usually consist of troops of Judges in heavily-armoured H-Wagons, fitted with various large laser weapons, sonic cannon, and the like.

Holocaust Squad: This unit is the real heavyweight of the Justice Department — a suicide squad empowered to deal with only the largest of disasters. As such, they have only ever seen action once, when encased in heavy armour they parachuted into the heart of the *Power Tower* to deactivate a raging volcano. Despite this single use, they are always ready to be called in at a moment's notice.

Riot Squad: The especially trained Riot Squads see service at many of Mega-City One's demonstrations and protest marches, dealing with trouble speedily and easily by spraying everyone with fast-setting *Riot Foam*, thus rendering them incapable of any actions at all, until they can be removed and charged! The squad are also equipped with light armour, Electro-cordons, and day-sticks (low-powered Electro-prods).

Other Units

Psi Division: This unit, made up entirely of Psi-Judges, is involved with attempting to gain pre-cog knowledge of future events, in reading the minds of reticent Perps, and utilising other psychic powers. They are called in only rarely, but when they need to be they prove to be very effective.

The SJS: The Special Judicial Service exists semi-independently of the Justice Department. Its role is to deal with crimes and corruption within the Department, and ensure no Judge abuses his authority. Its members are drawn from the highest Justice Dept circles, and carry out their task with ruthless severity and precision.

Using the facilities of any of the departments will take time. A simple Yes-or-No answer question will usually take between 2 minutes and an hour to get a reply. More complicated actions, such as checking for fingerprints over a vehicle, calling in the SJS to investigate a 'bent' Judge, and so on, may take much longer. Your Game Master will handle these — all you have to do is request the particular back-up; he will tell you whether you can have it, an approximate reply time, and then inform you when you get a result.

BACK AT THE SECTOR HOUSE

No matter where you wander in the course of your duties, sooner or later you'll return to your *Sector House*, to deposit Perps in the Holding Tanks, pick up ammunition or have something repaired, file reports, research data, or just to eat and sleep! There is a Sector House in every Sector of the Mega-City, and each serves as a local headquarters for the Judges of that Sector. Sector Houses are also known as Section Houses or I-Blocks.

A Sector House can be any size or shape, but most are fairly large blocks, up to about 300 storeys high (though some do go much higher). They are organised similar to the larger Hall of Justice in Sector 44, though on a much smaller scale, with many different departments scattered around the complex. Some of these are detailed below, together with the way you may use them; other, less important functions will be told you by your GM, should the need arise.

Sector House Facilities

Personal Facilities: When you first graduate as a full Judge, you will be posted to your first Sector House. Here you will be given a small office, usually sharing it at first with the rest of your team (but gaining your own later as you rise in seniority), in which you spend your off-duty hours catching up on the paperwork, researching from the data files, or studying the more obscure aspects of The Law. All eating is done in one of the large robot-served canteens, where you may get food at any time of the day or night. For sleeping, every Judge goes to the Sleep Hall, to be connected to the *Sleep Machines*. Sleep Machines reduce the amount of



FOR JUDGE DREDD ANOTHER GRAVEYARD SHIFT IS OVER. HE JOINS THE STREAM OF JUDGES POURING INTO THE GRAND HALL OF JUSTICE —

THERE, 10 MINUTES IN THE SLEEP MACHINE WILL PROVIDE THE EQUIVALENT OF A FULL NIGHT'S REST.

sleep a Judge needs down to about 10 minutes; this minimum time is used for many Judges, though most are allowed more time to rest (and with their workload, they need it!).

Admin Facilities: As soon as you wake up, you grab some breakfast and then plug yourself into the *Briefer*. The Briefer summarises all the crimes of the previous 24 hours, gives details of all major road and social blackspots, and forthcoming events; all this is comes as subconscious suggestion, and takes about 15 minutes!

Dotted around the building are numerous computer terminals, which can give access to MAC and Barney, as detailed above. In the Control Rooms there will be qualified Tek-Judges who are qualified to use the units, but there are many other units around too.

If you need new supplies, or an item repaired, there are departments to deal with them. The Quartermaster's Store contains spares and new items for every aspect of a Judge's equipment, weapons, and vehicles, from new Hypo Shells and replacement Respirator straps to complete uniforms and new Lawmaster bikes! The Repair Bay is staffed by a team of experienced Tek-Judges, who are able to repair most items within 24 hours; you may get to use their services quite often, as you shouldn't expect to get a new bike everytime you scratch the paintwork!

Perp Holding Facilities: There are a number of different facilities which handle Perps in a Sector House. While most ordinary offenders are taken straight to the nearest Iso-Block, the more dangerous are held in the specially fortified *Holding Tanks* deep in the bowels of the Sector House, until they can be taken to a high security installation like *Devil's Island*, or transported off-world to a prison colony.

Fatally injured Perps are kept alive, under *Sus-an*, in *The Vaults*, until medical advances mean they can be healed and then serve their rightful sentence in prison.

There are special rooms for the interrogation of Perps in the lower levels of the Sector House. These may be fitted out with special lie-detecting units, and more sophisticated equipment. *Dream Machines* read the subjects mind when he sleeps, broadcasting his subconscious thoughts onto a Vid-screen. *Skin Searching* involves completely removing the top layer of the Perp's skin, and analysing it for incriminating evidence. These and other techniques may only be carried out by specialised Med- and Tech-Judges. Though you are allowed to ask for such tests to be done, you cannot participate until you gain more experience, ie the particular Special Abilities (see Chapter 6).

In every Sector House there is a fully-equipped Forensics Lab, run by highly qualified Tek-Judges. They analyse chemical traces picked up at the scene of the crime by *Snuffler Units*, and from a Perps clothes and skin.

Sector House Personnel

Your Sector House is home not just to *your* team, but to many hundreds of others too, from high-ranking SJS officers and expert Forensic Scientists to many many ordinary Judges. Each Sector House is under the direct command of the *Sector Chief*, an experienced, though usually desk-bound Judge. He reports directly to the Chief Judge, and on more important matters to the *Council of Five*.

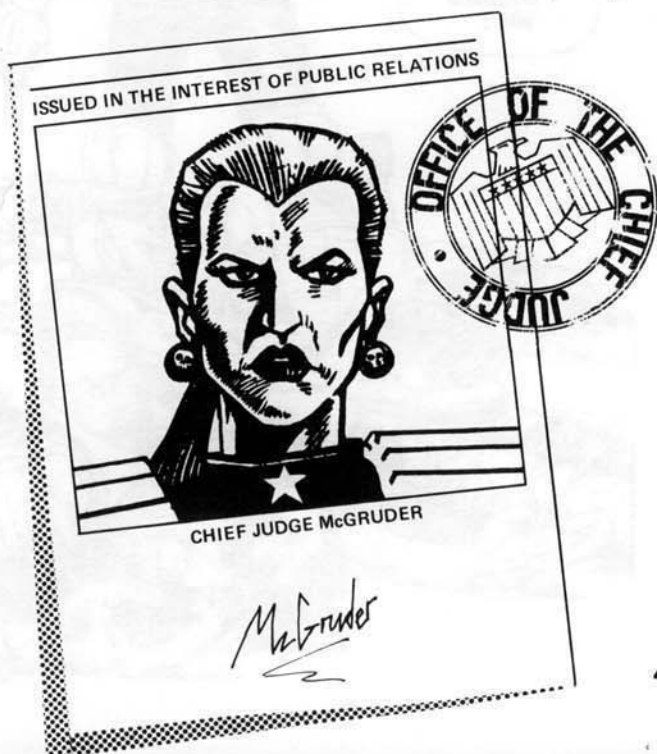
Under the Sector Chief are a number of divisional officers, including the Chief Forensic Scientist, Chief Medical Officer, and Chief Technician. These are each responsible for their own departments, which they run near-independently from the main organisation of the Sector House. There are also many other lesser departments, each dealing with one area of the Sector House's facilities, which are detailed above. Each of these also has a chief, who reports to the Sector Chief.

JUSTICE DEPARTMENT ORGANISATION

As we said above, each Sector Chief is responsible to the Chief Judge. She, in turn, is in charge of the whole of the Justice Department, through a succession of deputies spread out in different departments across the Mega-City.

The Chief Judge

The position of Chief Judge is the most important job in the whole of Mega-City One, and it demands a very special person to run it. The present head, Chief Judge McGruder, was appointed after the Apocalypse War of 2104, and has brought a great deal of stability to the Mega-City, with her stern fairness and uncompromising rule. McGruder learnt her craft as head of the SJS, where a clear head and a ruthless impartiality is a necessity. The Chief Judge's uniform is similar to a normal Judge's, except that it does not have the shoulder eagle, and has a large gold eagle across the front, with lots of gold trimming all over. McGruder herself is instantly recognisable, with her slicked-back hair and skull earrings; a less noticeable feature is her left hand, which is a bionic replacement of the real one she lost years earlier. Usually, only the most important Judges will have close contact with her, and you yourself will meet her very rarely.



Her office is at Justice Central, in the Grand Hall of Justice (see below), where she is kept constantly informed of major developments in the city she governs.

The Council of Five

Although McGruder has overall command of the Justice Department, there are times when a more democratic decision is needed; the Council of Five exists for just such a situation. It is made up of the five highest ranking Judges in Mega-City One; apart from the Chief Judge herself (she also has a veto vote, if necessary, which may in fact overrule the decision of the Council), there is the Deputy Chief Judge, the Head of the SJS, the Chief of Psi-Division, and the Chief Accountant. The Council votes on only the most major issues, but its decisions carry the weight of Law.

The Grand Hall of Justice

Nowadays known as the New New Hall of Justice (since the original building has been destroyed a couple of times), this building is the nerve centre of the Mega-City One Justice Department. MAC is based here, as is the Chief Judge, and many other sections, including Psi Division and the Accounts Division. The Hall of Justice acts as a normal (though very oversized) Sector House to many thousands of Judges, particularly the more senior street Judges, and has all the facilities you would expect. It also has, however, many other features. There is the *Hall of Heroes*, wherein is kept a record of every Judge who died defending the Law; it includes, amongst its many entries, Judge Giant, and Honorary Judge Fergee. There is also the Graduation Hall, where all new Judges are given their full badge and black helmet by the Chief Judge on graduating from the Academy of Law.

The Academy of Law

As you already know, the Academy is where every Judge spends his life from the age of 5, until he graduates as a fully qualified Judge, 15 years later. The Academy is staffed by Tutor-Judges, taken from officers wounded in the course of their duty, and they use many computerised and automated aids to make sure every Judge who qualifies is fit to bring the Law to Mega-City One.

Other Department Buildings

The West 17 Test Lab is where all new Justice Department weapons and equipment is tested before being put into service. Staffed by teams of highly-trained Tech-Judges, and run by the famous Judge Marconi, the Labs have produced many vital pieces of Judge equipment now considered as standard, including the Lawgiver, Lawmaster, Birdie, Stumm Gas, and many more items.

Scattered throughout the Mega-City are several heavily-protected Armouries. The smaller of these establishments only store standard supplies, including Lawgiver shells, Lawmasters, and a Judge's personal equipment, but the largest can store heavily armoured H-Wagons, special *Zipers* for the Justice Department Flying Squad, and much more heavy equipment. Should you need to request the back-up of something like a Heavy Weapons Team, they may often have to first travel to the nearest Armory to pick-up the necessary equipment, before they can set off to assist you.

A final, special place is the Statue of Judgement. Erected in 2099 by the citizens of Mega-City One in honour of the Justice Department, it towers over the nearby ancient Statue of Liberty, in Sector 44, South. The view from the top is quite breath-taking, looking out west to the Cursed Earth, or east over the Black Atlantic Wall and beyond. Millions of people visit it each year, and queues form well before the doors are opened, and last right through the day. To all citizens, the Statue of Judgement stands as a reminder of the unceasing vigilance and protection of the Judges!

IT TAKES FIFTEEN YEARS TO TRAIN A JUDGE. FIFTEEN YEARS IN THE TOUGHEST SCHOOL ON EARTH —



6: EXPERIENCED JUDGES



This chapter details the specialist divisions of the Justice Department — the Psi-Judges, Med-Judges and Tek-Judges. It also has full details of *Experience Points* and *Special Abilities*. These are gained as a measure of your increased experience at being a Judge, and they can confer special skills on you.

SPECIALIST JUDGES

You can only become a specialist Judge if you roll a straight score of **40** for your *Med*, *Tech* or *Psi Skills* when generating your character, as described in *Chapter 1*. If you do manage such a feat, and few Judges will, you may elect to become a specialist based around this 'super-skill'. If you do, you may choose one *Special Ability* from the section appropriate to the skill in question (see later). You come under the administration of a separate section of the Justice Department, and will wear a slightly different uniform. You may take part in cases with your team as normal, and follow a normal Judge's service life. Because of your specialisation, however, you will find that your Experience Points will tend to concentrate on your speciality at the expense of your other skills.

Experience Points

Experience Points are awarded by your Game Master for any number of actions, and are a good measure of your success in a particular adventure. They may be earned when a Judge has a good idea that helps his team out of a tricky situation, or when he manages to find a good clue that leads to the Perps, or for making the final arrest itself. The GM has guidelines for the awarding of Experience Points (or EPs as they are known), in the *Game Masters Book*. All you need to know is that when you have earned enough (and they are earned for being a good, brave Judge — not for killing a Perp or for having to call in the Riot Squad to help!) they may be traded in for a *Special Ability*.

BY THE TIME A JUDGE HITS THE STREETS, HE IS NO LONGER A MAN —

HE IS A MACHINE!

I WARNED YOU!



Using EPs

When you are awarded Experience Points by your GM, usually at the end of the current adventure, you should note down the running total in the space provided on your Character Sheet (see *Chapter 2*). When you have **100** points, you may exchange these for an increase in any *one* of your characteristics, subject to the rules below. (If you have more than 100, the remainder may be kept, to start the next 100.) The 100 points may remain recorded, but your Experience Points must rise by another 100 before you can raise a characteristic again (you may choose the same one, or another, as you wish).

When you trade in your 100 points, you may increase any one characteristic. You may never, however, increase your *Strength*, and only the specially-designated Psi-Judges may increase their *Psi Skill* beyond its original score.

The increase in the characteristic chosen is found by rolling 2D3, thus giving a points increase of 2 to 6.

For example, Judge Oakey has just finished her first ever assignment as a full Judge, and her single-handed arrest of the notorious Bemmo Gang for murder, anti-mutie vigilante activity, spitting at Judges, scrawling and being unkind to their mother has earned her 105 Experience Points. [Be warned!! This is only an example! This sort of thing doesn't usually happen!] Her player decides that her Initiative, currently standing at 22, needs a boost, and rolls 2D3 for the increase. Using 2D6 she gets a 4 and a 6. Halving these (to get D3 scores) Oakey gets 2 & 3, and therefore adds 5 points to her score, giving her a new Initiative of 27.

The specialist Med-, Psi-, and Tech-Judges each have slightly different ways of determining skill rises, however, as detailed here.

Med-Judges

As a Med-Judge, once you have 100 EPs to trade, you may increase your *Med Skill* by 3D3, or one of the other skills by 1D6.

Psi-Judges

Because of your intensive and highly sophisticated training as a Psi-Judge, you may trade in 100 EPs for an increase in your *PS* of 2D3, or in one other skill of 1D3 points. Remember, that no other Judge can increase their *Psi Skill*.

Tech-Judges

You may trade 100 EPs in for a 3D3 increase in your *TS*, or a 1D6 increase in any one other skill.

SPECIAL ABILITIES

Increasing a Judge's characteristic scores is very useful in itself — it makes the Judge more able to deal with the day-to-day policing of the Mega-City. Additionally, as we've said above, the increase also allows you to receive some Special Abilities. These reflect much more clearly the way you have increased in experience and skill. They also help to individualise your Judge much more, as you will have access to skills which your other Judges may not have.

Gaining Special Abilities

Special Abilities each reflect one particular characteristic; so there are some Special Abilities which relate to *Initiative*, some which relate to *Drive Skill*, and so on. The base score in a particular characteristic needed to gain a Special Ability is 40. A Judge with a characteristic below 40 cannot have a Special Ability on that particular characteristic until it is raised, by using experience, to 40 or above. When the characteristic reaches 40 you may claim *one* Special Ability, chosen from the lists that follow. (All this must be done before or after an adventure — never during it!!) One additional ability may then be claimed for every 10 points above

40, when (or if) they are earned by experience, as follows:

40—49	May claim <i>first</i> ability
50—59	May claim another ability
60—69	ditto
70—79	ditto
80—89	ditto
90—99	ditto
00	May claim final ability

When you qualify for a Special Ability you should choose one from the list appropriate to the characteristic you have just raised. It should be noted that a few of the Special Abilities below are only available when your characteristic has reached an even higher score. The abilities marked with an asterisk may be chosen *twice*, giving double the bonus. Thus, for example, *Use Data 2* gives you a +20% bonus to finding data, and so on.

Abilities as Actions

Unless stated otherwise in the description of the particular Special Ability, an Ability does not take up any of your Judge's Actions! Some Abilities may be used at any time during a Combat Round, but some may only be used during one of your Phases. (For example, you must use 'Crack Shot' just before firing.) Whenever you can use your Abilities, remember that all of them are incompatible, and they may not be combined. You can use them one after another, but they may not be used together. You may use a maximum of 5 Special Abilities per Combat Round (if you have them!); you may repeat an Ability as part of this total.

INITIATIVE BASED ABILITIES

1. Agile*

The Judge is exceptionally fit and athletic, and usually lands on his feet! Whenever you must roll for damage from a fall, or from being hit by a speeding vehicle, you may deduct 1 from the score rolled (ie, the D6 rolled for the hit's effect).





2. Avoid Falling Objects

The Judge is very aware, and has exceptional reflexes. As a result, he has a chance of avoiding a falling object, or a speeding vehicle, which would otherwise hit him. This chance is equivalent to your *Initiative* as a percentage, and if you make the roll you can jump 2 metres out of the way.

For example, Judge Nikita is entering Pat Troughton Block to apprehend a suspected Perp, when the villain in question decides to drop an ornamental statue on the Judge's head from the Promenade Park several levels above. Hearing the whistle of the falling object, Nikita rolls a D100 against an I score of 64, using his Avoid Falling Objects skill. The dice come up with a score of 63, and Nikita just manages to leap away as the statue slams into the space he occupied only a moment before!

3. Avoid Shots

This Judge has honed his reflexes to a remarkable degree, for a very specialised skill. You may actually attempt to avoid any ONE shooting hit, fired at you during a particular Combat Round, and may repeat the attempt during each other Combat Round. You simply dodge, weave, twist, or leap out of the path of the bullet, dart, or even missile! When a particular shot hits you, you must declare that you are going to attempt to use this Special Ability, to try and escape its effects. If you are due to be hit by two or more shots at the same moment, you may still only attempt to avoid one of them. Your chance of avoiding the shot is equal to your *Initiative* as a percentage. If you make the roll, you have managed to escape the shot; otherwise, it hits as normal.

For example, Judge Ammon is attempting to arrest Kind-Hearted Critchlow, the notorious Burglar, when the Perp pulls a Stub Gun and lets loose a shot at him. The GM rolls a hit, but Ammon remembers his Special Ability, and rolls a D100. His I score is 56, but he rolls a 77, and unfortunately has to roll again for where the bullet hit him!

4. Duck

An unexpected duck or dodge can throw a hand-to-hand opponent off-balance, and a Judge with this Special Ability is quick enough to do it. And unlike a normal Judge, he doesn't need to have a spare Action to do it! The Ability is

declared when an opponent in a hand-to-hand fight manages to hit you, and the chance of it succeeding is equal to your *Initiative* rolled as a percentage. If successfully made, you avoid all damage from the hit. The roll may be attempted for any one hit per Combat Round.

For example, Judge Fox has been set upon by a Punk, who is determined to give her a good beating for arresting his friends. The Game Master informs Fox's player that the Punk has landed a punch, whereupon the Judge declares that she will try and duck out of its way. Rolling a D100 against an I score of 43, Fox manages a 01, and the Punk's fist goes flying past her chin with inches to spare!

5. Fast

All Judges are fast, but the Judge with this Special Ability is faster than most. If you have this ability you may claim one EXTRA Action in every Combat Round (bearing in mind that NO Judge may have more than 10 Actions per Combat Round).



6. Instant Reactions

The Judge who gains this Special Ability has a rather unique skill — he may attempt to perform one extra Action at any time within a Combat Round, except on his Phases. This is a very useful Ability, allowing you to get behind cover if you are suddenly shot at, or to put your respirator on if attacked by gas. You may *not* use this Ability to get out of the way of a bullet or falling object as such, but you can use it to take cover, so making yourself near impossible to hit. To attempt the extra Action, you must roll your *Initiative* on a D100. You may attempt to use this Ability once per Combat Round, as necessary.



For example, Judge Lynton is exchanging fire with a Perp. He starts off by Aiming his Lawmaster at his opponent in Phase 1, but is surprised when the Perp looses off a shot, using Wild Fire, in Phase 2, and decides to try to leap into cover behind a parked truck. His Initiative being 80, he rolls a D100, and succeeds with a score of 43, and manages to duck behind the truck. Unfortunately for Judge Lynton, the Perp rolls a 01 for his shot, and manages to hit what little of the Judge is showing anyway, but that's just plain bad luck!

7. Quick Learner

This Special Ability is not one which is instantly useful, but it can be very helpful at the right time. Judges with this Ability show an astounding capacity to absorb information, and learn from their experiences. Accordingly, with this Special Ability you may add 10% on to the value of all Experience Points you are awarded from now on.

8. Super Leap

The normal distance for a leap is up to 4 metres, as part of one Move Action, but any Judge with this Special Ability is so athletic he can cover twice this distance in a horizontal jump, moving up to 8 metres in a single bound! This still counts as 1 Move Action, but the Judge performing the jump is unable to make any other jumps, in the same Combat Round. This Ability is especially useful for those daredevil chases across the rooftops of very high buildings!

COMBAT SKILL BASED ABILITIES

1. Crack Shot

A Judge with Crack Shot Special Ability treats every Action spent Aiming as though it were actually lasting for two Actions; that is, for every Action spent Aiming, you can add 20% to your chance to hit, instead of the usual 10% addition.

2. Fast Draw

The Judge shows a natural adeptness at fast-drawing a pistol weapon. You are so fast that a weapon may be drawn as part of any other Action, and therefore in effect costs no Actions at all itself.

3. Fast Shot

Training and talent has endowed this Judge with the ability to fire well-placed shots faster than usual. You may Aim as usual, but may then, if necessary, fire *twice*, counting both shots as being Aimed, and using up 1 Action per shot as usual. When using this Special Ability, you may not use more than 1 Action in Aiming. The upshot of all this is that you may use the sequence Aim/Fire/Fire — Aim/Fire/Fire, instead the normal Aim/Fire — Aim/Fire one.

4. Knock Out

The Judge with this Special Ability has special hand-to-hand skills, and in a fist fight he really knows how to make every punch tell! When fighting in hand-to-hand combat, if your hit causes any Stuns your opponent is immediately *Knocked Out!*

5. Self Defence*

A Judge who chooses this Special Ability has developed a special block for use in hand-to-hand combat, which adds 10% to his chance of blocking an opponent's blow. This bonus is applied to every time you try to block an opponent's blow.

6. Small Target Shot

Usually, to shoot at a Small Target, a Judge would have to take a -10% penalty; with this Special Ability, however, you may shoot at any Small Target as if it were a Normal one, with no penalty.

7. Special Fast Shot

This Special Ability is only available to Judges with a Combat Skill of 60 or more; it is not available to any Judge with a CS less than this. A Judge who finally manages to attain this skill may, at any time, Aim and Fire as normal, but the whole manoeuvre will only ever cost him 1 Action, instead of the usual 2. This means that a sequence which went Aim/Fire — Aim/Fire, would only cost 2 Actions; one which went Aim/Aim/Aim/Fire would cost 3, however. Although using this Special Ability allows you to spend extra Actions in Aiming your weapon, you cannot combine it with the Fast Shot skill, as, has already been explained, all Special Abilities are mutually exclusive.

8. Special Strike*

This Judge has a natural aptitude for hand-to-hand fighting. As a result, this Special Ability confers a 10% bonus to your chances of hitting whenever you attempt to strike a blow in hand-to-hand combat.



DRIVE SKILL BASED ABILITIES

1. Avoid Collision

This Special Ability allows the driver of a moving vehicle to attempt to swerve out of the way to avoid an otherwise certain collision. With this skill you may attempt this at any time during the Combat Round, not just when it's your particular Phase. The attempt is made by rolling against your *Drive Skill* as a percentage. If the roll is successful, the Game Master may allow you to swerve out of the other vehicle's path, in any convenient manner.

For example, Judge Mendham is on patrol, riding on Skedway 26, when a snazzy roadster, driven by a very drunk old lady OAC, veers across the lanes towards his Lawmaster. Mendham immediately attempts to take evasive action using his Avoid Collision Special Ability, and rolls a D100 against a DS of 55. The dice come up with a roll of 12, and Mendham swerves past the roadster as it zips by, before turning his Lawmaster around, and giving chase...

2. Control Roll

Occasionally, a piece of daring by a Judge may turn out to be just too foolhardy, and the result is often the Control Loss of a vehicle, resulting in it rolling over. With this Special Ability, however, you are able to control the errant vehicle, and bring it to a relatively safe stop. The vehicle will take only D6 hits damage from the roll, as opposed to the usual D10. In addition, you may either add or subtract 10% (your choice) from the Attitude Roll, or may leave it as it is, which gives you a certain amount of control over whether the vehicle lands on its roof, side, or whatever.

For example, after rolling a commandeered saloon car, Judge Smith rolls on a D100 for the Attitude the car ends up in. A score of 83 would mean that the saloon lands upon its left side, but she applies her Control Roll bonus, and decides to take 10% off the score, giving 73, which means that the car lands upon its wheels instead.

3. Control Skid

Should the Judge with this Special Ability ever get into a Skid, he may control it enough to minimise the damage, and affect the direction the vehicle ends up travelling in. Instead of taking D3 hits from a Skid, the vehicle takes D3-1, giving a range of 0 to 2 hits. In addition, you may either add or subtract 1 from the result of the D6 direction roll, or may leave the result as it is (your choice, after the D6 is rolled).

4. Control Spin

The Judge with this Special Ability is well-practised at spinning a vehicle; as a result, a vehicle driven by this Judge takes D3-1 hits (giving a range of between 0 and 2 hits), instead of the usual D3 hits, in the event of a spin.

5. Drive Fast

When a vehicle is driven faster than its maximum speed, there is a chance of Control Loss, saved only by the driver rolling against his *Drive Skill*. With this Special Ability you may add 20% to such a roll, allowing you to potentially drive at faster speeds, without losing control of your vehicle.

6. Emergency Stop

The Judge with this Special Ability may attempt to bring a vehicle to a dead halt, no matter how fast it is going. The chance of such an action working is equal to your *Drive Skill* as a percentage. This still only takes 1 Halt Action, and doesn't affect your ability to bring it to a halt from within the usual Stopping Speed (ie, without needing a die roll).

For example, Judge Perrin is roaring after an escaping Perp on his Lawmaster. The Perp is on the back of a Hover-bike, and is getting away, so Perrin takes his Lawmaster up to 160, and begins to gain on his quarry. Suddenly, however, a large Jugger pulls onto the Megway from the Underzoom, right into his path. Which a screech of brakes and smouldering tyres, Perrin attempts to stop the bike in time,



rolling against his Drive Skill (currently 45). Rolling a D100, the lucky Judge scrapes a score of 44, and narrowly avoids turning himself into a synthi-spread. By the time the truck has moved out of the way, though, the Perp is long gone.

7. Fast Dismount

The Judge who picks this Special Ability is able to leap from a stationary vehicle as part of any other Action, in effect taking no time at all. The vehicle, which can include the Lawmaster, must be open, however — it will cost you the usual 1 Action to open the door of an enclosed vehicle.

8. Fast Mount

In a way very similar to the Fast Dismount, the Judge with this Special Ability need not expend an Action in leaping aboard any open vehicle, including the Lawmaster, by combining it with any other Action. An enclosed vehicle will require the expenditure of 1 Action in opening the door, but using this Special Ability, you may combine this Action with the one of *entering* the vehicle.

9. Lawmaster Leap

This Special Ability enables the Judge to 'jump' his vehicle, using any appropriate nearby ramp or slope to give him a lift (a kerb, or a sloping parked roadster will do). The vehicle used (usually the Lawmaster) needs to have travelled at least 20 metres during the Round before the leap; leaps do not have to be counted as part of the usual move distance, however. The length of the jump is equal to half the speed of the vehicle that turn, in metres, plus or minus 5 metres. (Roll a D10 — if the result is from 1—5 take that amount from the speed; if from 6—10, take 5 from the number and add the result to the speed.) The height of the jump is D4 metres. Jumps are always in a straight line, in the direction of movement. When the vehicle lands you will have to roll for Control Loss (though you are allowed to use a Control Spin, Skid or Roll ability, if you have one).

TECHNICAL SKILL BASED ABILITIES

Tech-Judges are not the only people who are allowed *Tech Skill* Special Abilities, but they are by far the most frequent users of them. Tech-division is a well respected division of Mega-City One's Justice Department, and its members have been invaluable in defusing bombs, dealing with radiation, inventing new weapons, and much more. When assigned to a Judge team, a Tech-Judge wears normal Judge's uniform. When working within the department, however, their uniform is much more practical, with double shoulder-pads, no elbow or knee padding, and a soft helmet with clear goggles attached. They don't carry any armament, but usually have a tool-case close to hand.

1. Analyse Chemical

Using the facilities of Justice HQ, his Sector House, or possibly a civilian laboratory, a Judge with this Special Ability may attempt to analyse any chemical trace picked up either by a 'Snuffler' machine, or the Judge himself. The chance of correctly analysing the chemical is equal to your *Technical Skill* as a percentage. If you fail to analyse the substance, you may continue your analysis, re-rolling once every Game Turn (every 6 Combat Rounds). Your GM may permit only a limited number of attempts, however, depending upon the size of the sample, and the type of test.

2. Disable Mechanism

The Judge with this Special Ability is able to disable 1 non-vital component piece of any mechanism, rendering the whole thing non-functional. This takes only 1 Action. You may disable 1 vital component piece, in the same way, taking 1 entire Combat Round. When disabled, the components must be replaced, rather than repaired, for the item to work again.

3. Fabricate Voice Print

This Special Ability enables a Judge to attempt to fabricate any other person's vocal patterns, using a computer and a voice synthesiser. The computer must have access to a sample of the voice, or a voice print. (These are filed on MAC, and thus are readily accessible, especially to a bike computer.) It takes D6 Combat Rounds for the computer to work out the correct pattern; you may then speak through the voice synth, with the computer translating your voice into the required imitation. The chance of this translation fooling something like a voice-activated machine or door lock is equal to your *Technical Skill* as a percentage (though the GM may modify this for the shrewdness of the lock's brain!).

4. Fit Component*

This very basic, but highly useful Special Ability will enable you to add 10% to your chance of fitting a component, when rolling against your *Tech Skill* as a percentage.

5. Fix Jammed Weapon

On occasions, even the most sophisticated weapons get jammed by their shells. Usually, it would take you 2 Actions to clear the jam, but with this Special Ability the time is halved, taking only 1 Action.

6. Recognise Component*

The Judge with this Special Ability has acquired the knack of using and repairing equipment. The result is that you may add 10% to your chance of recognising a component piece, when rolling against your *Tech Skill* as a percentage. This Special Ability can be used in conjunction with Fit Component, if you know it.

7. Recognise Mechanism

Occasionally, a Judge will be confronted with a booby-trapped device, or a weird gizmo that has to be understood in order to be made to work. This Special Ability allows you a basic chance of recognising the type and construction of the mechanism, equal to your *Tech Skill*. Occasionally, the Game Master will present a particularly 'tough' device, and will require that there be a penalty of perhaps minus 10% or 20% from your roll to understand the mechanism because of it. This skill may be used in conjunction with Disable Mechanism, if the latter is also known.



8. Use Data*

All Judges are very familiar with the vid-screens and other data-access systems used throughout Mega-City One, and are able to use libraries and scan video material. This Special Ability allows you an even greater chance of successfully finding pertinent material, and of noticing irregularities and clues in it, by adding 10% to your *Tech Skill* (when used a percentage when rolling for Using Data).

STREET SKILL BASED ABILITIES

1. Aura of Cool*

Any Judge with this Special Ability is so cool he commands instant respect from his foes. Any Perp faced with such a cool Judge as you must add 10% to his chance of Surrendering, such is the aura of confidence in The Law you radiate.

2. Interrogate

This Special Ability represents the outcome of training and experience in handling Perps. With this ability you may put specific questions to a Perp, and the chance of receiving a useful and/or truthful answer is equivalent to your *Street Skill* as a percentage. A question may be put as many times as you wish, but each time after the first asking the chance of getting the required answer is decreased by a further 10%, until zero is reached.

3. Keen Observation

The Judge with this Special Ability is so eagle-eyed he can see Small Targets at a range up to his *Street Skill* score in metres. Since the normal observation range of a Small Target is 50 metres, there is no point in a Judge with an SS of 50 or less having this Special Ability.

4. Sector Knowledge

The Judge with this Special Ability has spent a long time studying maps, and travelling the streets of his home Sector, and as a consequence has built up a thorough working knowledge of it. As a result, any journey within this Sector will take only half the time it usually takes (to a minimum of 10 Game Turns, and rounding up to the nearest 10 Game Turns). This skill can only be applied to one particular Sector.



5. Judge's Nark

The Judge is adept at manipulating the seedy underworld characters to his will; as a result, there is a chance of any Henchman-type criminal encountered being willing to work as a Nark, or informer, for the Judge. This chance is equal to your *Street Skill* divided by 10 (and rounded up) as a percentage.

For example, Judge Oakey has an SS of 84, so his chance is 8-4, which rounds up to 9%.

Your Nark escapes prosecution for his past crimes (if any), in exchange for providing you with information about forthcoming or past criminal activities. All Narks have a regular hiding-hole, where they can be found 50% of the time. A Nark has a chance of knowing about any specific crime within his Sector equal to his own *Street Skill* rolled as a percentage. Narks can also attempt to find out about crimes the Judges don't yet know about; this takes $30 \times D20$ Game Turns. Once he or she has the information (if they find out anything) the Nark usually puts in a vid-call to Justice Central, with your Judge then receiving the information via his Lawmaster communications unit.

6. Sense Crime*

Occasionally, whilst making a regular patrol of his patch, a Judge may have a chance of spotting a crime in progress. This particular circumstance is handled by the GM using information in the *Game Master's Book*, but with this Special Ability there is an extra 10% chance, to be added to your *Street Skill* roll for spotting the crime.

7. Sense Perps

This Special Ability confers a rather remarkable skill. The Judge is so street-wise he can literally smell danger, even if he cannot see it. This ability has a range of 1 metre for every 10 points of *Street Skill* that you have. The chance of your Sense Perps skill actually detecting some inkling of hidden danger is equal to your SS rolled as a percentage.

For example, Judge Bailey is patrolling amongst some dilapidated ghetto-shacks in downtown Sector 22, in the middle of the night. The GM knows that there is a gang of thugs hiding in wait for the unwary Judge. When Bailey, with his SS of 50, gets within 5 metres of the ruined shed they are hiding in, the GM rolls against his Sense Perps Special Ability on a D100. (The GM does this in secret, because the Judge will know something might be there if he is asked to roll for himself.) In this instance, the GM rolls a 90, and Bailey walks on, to certain death...

8. Spot Hidden Weapon

The Judge with this particular Special Ability has a highly-developed sense of awareness, and as a result can sometimes spot any hidden weapon, concealed hand-arm, or bag-bomb, up to 20 metres away. The chance of doing this is equal to your *Street Skill*. (The Game Master must roll for this.) This roll is separate from any roll for Spotting a hidden item, as described in Chapter 4.

For example, Judge Webster is seated on his Lawmaster, in a Watching Bay overlooking a pedestrian plaza, when three rough-looking thugs sidle past. In secret, the Game Master (knowing that one of them has a Stub Gun hidden under his coat) rolls against Webster's *Street Skill* — which is 48 — using a D100. The GM gets a score of 25, and Webster suddenly shouts, 'OK you spugs! FREEEEZZE!!'

MEDICAL SKILL BASED ABILITIES

Whilst anyone is allowed to pick from these Special Abilities as usual, it is primarily the Med-Judges who use them. Like the other specialist Judges they will wear the standard Judges' uniforms when assigned to a team, though usually with small Red Cross flashes. On duty as Meds, though, they can be very different. For street work they wear modified uniforms, with wide helmets marked with large red crosses and a single shoulder pad which carries small useful drugs and tools. For sterile work, including surgery and outdoor decontamination, they wear all-white or all-green surgeon's robes with loose caps and surgical gloves.

1. Administer Treatment

This Special Ability is only available to Judges with a Medical Skill of 75 or above. Characters with an MS score under 75 may not pick this Special Ability.

Using a properly-equipped hospital unit, someone with this Ability may administer treatment to wounded Judges and other characters. Also (if it is the only thing available), a Justice Department Med-Wagon carries enough equipment to deal with arm and leg wounds, but no others.

Arm & Leg Wounds

Treatment takes 1 Game Turn (or 6 Combat Rounds), to deal with each wound; for arm and leg wounds any number of attempts may be made. The basic chance of successfully dealing with the wound is equal to your *Medical Skill* as a percentage. If the first attempt works, the injured character is fully recovered, and regains the lost *Strength* and *Initiative* within D10 Game Turns. If the first attempt fails, the period of convalescence takes D6 weeks, and the Judge must be temporarily retired from duty until fully recovered. Use of a Medi-Pack will not add anything to your success chance (the injuries are rather too serious for that!).

Other Wounds

Treatment takes 1 Game Turn (or 6 Combat Rounds) to deal with each wound, and only one attempt may be made for each. Again, the chance of successfully dealing with each wound is equal to your *Medical Skill* as a percentage. If the attempt is successful, the character makes a complete recovery within D6 weeks, regaining all lost *Strength* and *Initiative* points originally lost, and leaving hospital at the end of this time.

If the attempt is not successful, the Judge will live, but is no longer well enough to cope with the high-powered life of a Judge, and is permanently retired from the game (usually to become a non-player Tutor Judge at the Academy of Law).

2. Emergency Resuscitation

A Judge, or other character, who has died within the last 3 Combat Rounds, may be revived by a Judge with this Special Ability, using emergency heart massage techniques. The attempt will take an entire Combat Round, and the chance of success is equal to your *Medical Skill* as a percentage. Only one attempt may be made per person.

Once revived from the edge of death, however, a character will still be in the condition that he died in, and will require more Medical treatment *immediately*, or they will die again. Characters crushed, mangled, or fed into Garbage Grinders will not respond to this sort of treatment, no matter how enthusiastically it is applied!

3. Improvise Cure

If a particular disease is totally unrecognisable, or if there aren't any suitable drugs at hand to treat a known complaint, a Judge with this Special Ability may be able to improvise a cure using drugs from a standard Medi-kit. The chance of doing this equals your *MS* as a percentage.

For example, Judge Linnett and her team are on a patrol in the Cursed Earth, when one of them comes down with an unknown complaint. Judge Linnett hasn't encountered the disease before, but remembers her Improvise Cure Special Ability, and immediately begins looking through her Medi-kit. Rolling against an MS of 74 on a D100, she gets a 05, and is soon treating the poorly Judge.

4. Knowledge of Alien Anatomy

Any Judge with this Special Ability may apply any of his *Medical Skill* abilities to aliens or animals as well as to humans, after rolling against his *Medical Skill* as a percentage to see if he is familiar with the specific alien or animal type. From then on, treatment (including other Special Abilities, if known) can proceed as normal.

5. Psychology

This Special Ability is only available to characters with a Medical Skill of 50 or more; any Judge with an MS less than 50 cannot choose this skill until his MS is raised to the required score.

With this Special Ability, you are a specialist at persuading Perps to surrender, simply by talking them out of fighting. The basic chance of doing this is your *Medical Skill* as a percentage; the attempt takes one whole Combat Round, during which time the Perp must not be under attack. This ability over-rides all normal modifiers to the Challenge roll normally used. This ability may only be used once per Perp. Using this Special Ability even Perps who would normally fight to the death, such as Futsies and Blitzers, can be talked into surrender.

6. Recognise Dangerous Lifeform

The Judge using this Special Ability can recognise potentially poisonous or hostile animals, plants or aliens. The chance of such a recognition is equal to your *Medical Skill* as a percentage, but the attempt at recognition must be rolled in secret, by the Game Master, because you shouldn't know that a creature is dangerous, whether you recognise it as such or not. Once familiar with a species, you will always recognise it as being hostile, if encountered again.

For example, Judge Johnson and his team have chased a Perp into Mega-City One's Alien Zoo, only to lose her amongst the exhibits. Suddenly, they find themselves confronted by a seething mass of green jelly that has been let out of its tank by the Perp to slow them up. As the disgusting slime creeps towards them, the Game Master rolls against Judge Johnson's Special Ability. Rolling a D100 against an MS of 68, the GM gets a 57, and tells the Judge that he knows that the creature is harmless; the Judges edge around the jelly-being, and continue the chase.

7. Recognise Disease

This Special Ability allows a Judge to *automatically* recognise any obvious signs of disease, and then allows him a chance equal to his *Medical Skill* as a percentage of actually knowing what the disease is, the method of treating it, and so on, as defined by the Game Master.



8. Revive

The Judge with this Special Ability has been trained in reviving other characters that have been Knocked Out. You may do this automatically for *one* character per fight. The revival takes 2 Actions, and the revived character may enter play as normal after resting for 1 Combat Round.

PSI SKILL BASED ABILITIES

Only true Psi-Judges may ever choose more than one of these abilities, as only they can increase their *Psi-Skill* past 40. Psi Division is a very strange department, peopled with rather warped, highly-strung Psykers like Judge Anderson. They wear the usual Judges' uniform, though the senior officers wear two shoulder pads instead of the single pad and the eagle.

Note: A character may use only 1 Special Ability based on this skill each Combat Round, though as usual they do not cost any Actions.



1. Animate Corpse

This Special Ability is only available to Psi-Judges with a PS of 60 or more.

The Psi-Judge with this Special Ability can return one corpse to life for as long as their PS in Game Turns, at a maximum range equal to a quarter of their PS in metres (rounded up). The chance of animation is equal to their PS as a percentage. The corpse may be questioned, or can be directed to perform a limited number of tasks. The body will rate as S 1, I 10, CS 10, regardless of what its scores were in its former life. Corpses are unaffected by all Stun results, and take all damage at -1 effect. Once killed, or rather re-killed, they may not be raised again. If their animator is killed they will die immediately.

2. Detect Intent

This Special Ability allows you to read the thoughts, intentions and memories of other people. It is most often used to release facts from the brains of Perps that dream-reading and lie detectors can't coax to the surface, but can also be very useful for finding the location of someone quite a distance away. The target doesn't even need to be thinking about the Judge — they can just tune in and pick him up, like a high-frequency radio!

Such an awareness is obviously a rather nebulous subject, so your GM will inform you of the exact extent of what you do and do not know about your subject's activities. The range of the power is limited to the Sector you are in, and the chance of success is equal to your *Psi Skill* as a percentage. You are allowed to roll once every 10 Game Turns (ie, every 6 Combat Rounds). To attempt this Special Ability you must dispel any current Psychic Blocks, Hold Doors, and all other Psychic activity for the duration of the Detect attempt (1 Combat Round in every 6).

3. Detect Psyker

Using this Special Ability, a Psyker may detect the rough direction and distance of another Psyker, but only if they are actively using their powers this Combat Round. The range of this ability is limited to the particular Sector you are in. You will automatically sense the other Psyker if you have this Special Ability, without having to concentrate on it, and can also tell approximately whether they are a poor, average, or powerful Psyker.

4. Hold Door

Using this Special Ability, a Psyker may hold a door shut using psychic energy, preventing it being opened even if the locks are forced. Such a door may not be broken in or shot through. Once 'psyked shut', the door will remain shut,

as long as you remain within the same City Sector as it, and do not put up a Psychic Block or a Mind Control ability, and are not controlling a jinxed vehicle or an animated corpse. Doors held in such a manner *may* be blown apart, using high explosive shots or bombs.

5. Illusions

The Judge with this Special Ability has the ability to create illusions, particularly ones of a very frightening kind. The maximum range of an illusion is equal to your *Psi Skill* in metres, and the maximum size of the illusion produced must be 5m by 5m by 5m. It can be of anything you wish — either a real monster, or one from your imagination, for example. Anyone who sees it must make their Psi-save. Those who fail are unable to do anything for the next two Combat Rounds, during which time they will be transfixed to the spot with surprise and fear.

6. Jinx Mechanism

Using this Special Ability, you can attempt to make any mechanism work, for you, for 1 Combat Round; this enables you to open door locks without keys, turn lights on or off, make weapons fire of their own volition (despite failed components), and so on. This power has a range equal to your *Psi Skill* divided by 2 (thus, a PS of 54 gives a maximum range of 27m, for example), and the chance of it working equals the *Psi Skill* as a percentage. This power can equally be applied in reverse, so that weapons *won't* fire, equipment will switch off, and so on.

7. Jinx Vehicle

The Psyker with this Special Ability has the power to influence various mechanical objects, and in particular parts of vehicles, such as doors, headlights, brakes, and so on. Using this ability, you may completely take over a vehicle, as if you were an over-riding automatic control, similar to Traffic Control. The range of this skill is equal to your *Psi Skill* in metres, and the chance of succeeding in the take-over is your PS as a percentage. A 'jinxed' vehicle passes into your complete control, and you may drive it as you wish. If you cannot actually see the vehicle, you must roll for Control Loss every turn. Otherwise, you may move, crash, or ram the vehicle, and so on, as you wish.

8. Levitation

The Psyker with this Special Ability has the power to raise himself off the ground. Whilst Levitating, any Move Actions may be made, irrespective of the ground: vertically, horizontally, over gaping holes, and so on. You must roll at the beginning of each Combat Round to see if you can Levitate through that turn. The chance of success is equal to your *Psi Skill* as a percentage; if you start your turn already Levitating, and then fail your throw you will suffer the usual damage as you fall to the ground (see the Damage From Falls section earlier).

9. Mind Control

This Special Ability is only available to characters with a Psi Skill of 80 or above; other Psykers cannot choose it until their PS is raised to 80 or above.

The range of this skill is 1 metre for every 2 PS points you have, and the chance of the link succeeding equals your *Psi Skill* as a percentage. Victims are allowed to try and save against the attempt, using their Psi-save, but failure means that they are *totally* under your control until you break the link. When under Mind Control, the victim gets only 1 Action, and perform Actions as part of your Phases (since you must order their Actions). Whilst under Mind Control, a victim will do almost anything, but particularly repellent orders — such as killing someone or leaping out of a high window for example — will only succeed if the victim fails another Psi-save throw (though your GM will have the final say on whether they will do your bidding).

10. Psychic Attack

A Psyker with this Special Ability may mount a Psychic Attack against any other character, at a range equal to their *Psi Skill* score in metres.

A Psychic Attack is mounted as follows. Firstly you should roll 'To Hit', using your *Psi Skill* as a percentage. If a hit is scored, the subject must try to make his usual Psi-save roll. If successful, he avoids all damage; if failed, damage is scored as if from a normal Hand-to-hand hit (see Chapter 3). Note: you do not have to be able to see the subject to hit him, as long as you know where they are to reasonable degree of accuracy — you could hit a Perp hiding behind a wall, for example.

For example, Psi-Judge Denning wants to use a Psychic Attack against Mad Johnny Marsden, an insane Futsie who is hiding inside a ruined apartment in a war-damaged Block. Denning's Psi Skill is 85, so he can project the Attack for up to 85 metres. Rolling a D100 to hit, he gets a 52, and the Game Master must roll for Marsden's Psi-save. The Futsie has a PS of 14, so the GM tries to roll under this on a D100. She gets a 78, however, and the Attack gets through, which means she then has to roll a D6 for the damage. Consulting the Hand-to-Hand Combat section of her playsheet, she rolls a 5, and Marsden takes 2 Stuns and loses 8 Initiative points...

11. Psychic Block

With this Special Ability, a Psyker can put up a block, which effectively shields his presence from anyone using a Detect Psyker ability or machine. Blocks can be dispelled at any time, or last for as many Combat Rounds as you have *Psi Skill* points in any one day, though not necessarily all in one go. (Thus, a character with a PS of 56 could make it last for 56 Combat Rounds, or just over 9 Game Turns.) They do not prevent you from employing further powers, but certain Special Abilities, such as Hold Door, Jinx Vehicle, Mind Control, and Animate Dead, will not work unless it is removed. A block can also automatically be broken by a Psyker with a *higher Psi Skill* using a Detect Psyker Ability.

12. Super-Telekinesis

This Special Ability is only available to Psykers with Psi Skill scores of 80 or more; characters with scores less than this cannot choose this option until their PS has been raised to the required score.

This Special Ability allows you to move inanimate objects weighing up to your *Psi Skill* score in kilos; thus, a Psyker with a PS of 82 can move any object weighing up to 82 kilos. In other respects, this skill is the same as Telekinesis (see below), except that the object will move in the exact direction required, and may weigh much heavier than before.

13. Telekinesis

The Psyker with this Special Ability has the power to move inanimate objects. The chance of doing this is equal to your *Psi Skill* as a percentage, and the object (which may not weigh more than 10 kilos) may be moved up to 3D4 metres. To use the skill, you must first nominate the object you wish to move — be it a gun in someone's hand, an object on a shelf, or whatever — and then the direction you want it to move in. If the roll to move it succeeds, the Game Master will roll a D20 for the direction it really moves in, counting a result from 12-20 as the required direction, and 1-11 as the wrong directions, using a clockface principle.

For example, Psi-Judge Solanki is trying to move a Spit Gun out of the hands of a Punk who is holding it to a hostage's head, and she wants to move it towards a window only 4 metres away from the Perp, to his right. Rolling a D100 against a Psi Skill of 61, she gets a 09, and the gun rises miraculously out of the Punk's hand. The Game Master, meanwhile, rolls for its direction on a D20, and gets a 19, which means that a moment later the Spit Gun does indeed drop out of the window, while the Punk suddenly finds himself surrounded with Judges...!

7: A JUDGES GUIDE TO MEGA-CITY 1



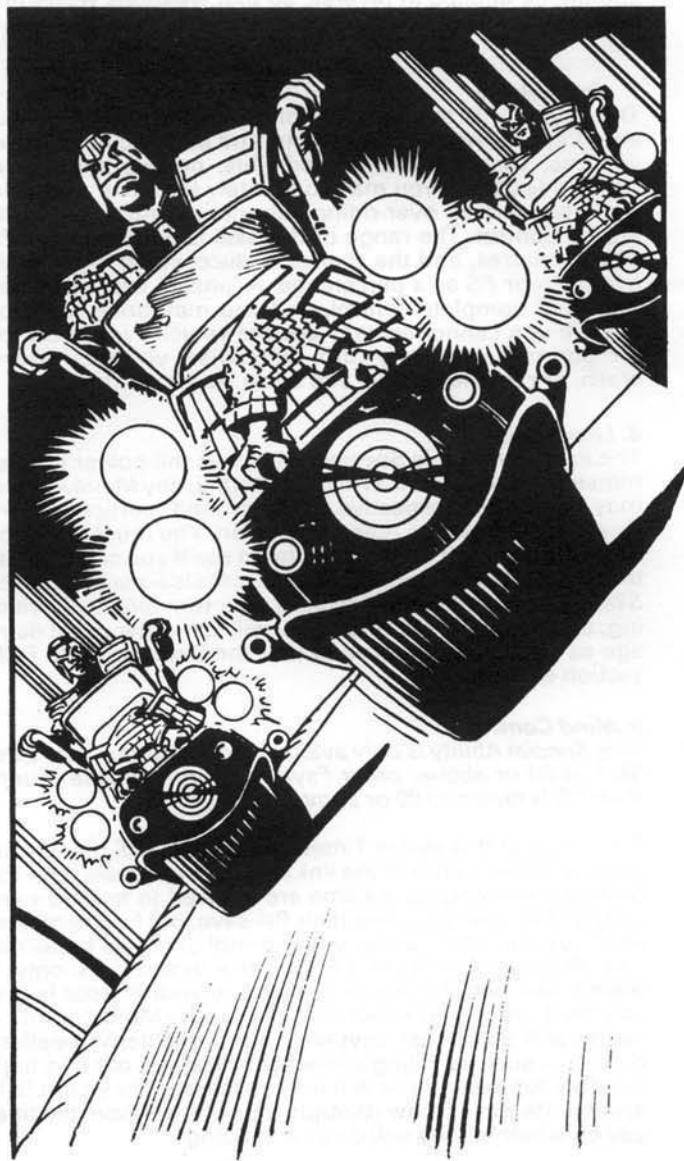
Throughout all the weird, wonderful and downright dangerous things that will happen to your Judges in the course of their adventures, there is one constant, which will always loom large over the game — the awesome Mega-City One. We have mentioned it earlier, describing the particular features which relate specifically to playing the game, such as its road system, the organisation of the Justice Department, and so on; this chapter, however, is concerned with the city as a whole — its history, its physical features, its citizens, and much more. Whilst it doesn't cover every single nuance of life in Mega-City One, it should provide you with enough information for now; you will learn much, much more in the course of your adventures.

Where is MC-1?

Mega-City One is located along the eastern seaboard of North America, and runs from the Great Lakes to the tip of what was once the state of Florida, and is over a thousand miles deep at its widest point east to west. Since the devastating Apocalypse War of 2104 (see below), however, much of the Mega-City is in ruins. The whole of the southern half, and much of the north-west were completely vaporised, and there are irradiated Sectors everywhere.

To the east of the Mega-City there is the *Black Atlantic*, so called because the water has been turned into sludge by pollution. The Black Atlantic Tunnel runs beneath it, between Mega-City One and Brit-Cit One. To the west, there is the *Cursed Earth*, a vast radiation wasteland which stretches across the heart of North America as far as Mega-City Two on the West Coast.

To understand how these were formed, and how the Mega-Cities developed, there is a special Justice Department pictogram, which details...





2023: After the end of the Volgan War against the Eastern Bloc countries, work starts on building a vast Mega-City centred around New York, in an attempt to cope with the rapidly soaring population of the East Coast states. It is initially intended to house three to four million people; America's population at the time is rapidly approaching a thousand million.

2031: The enormous metropolis is nearing completion. Such a vast structure needs a special form of government, and so a new form of policing system is introduced to cope with the problems posed by such a concentrated mass of humanity. The Judges are hand-picked, at first, from the ranks of the regular police forces, but are soon established as a separate entity, with recruits trained from a very early age. They have a more senior status than the regular police, and are respected and feared on the streets for their grim impartiality. The first Chief Judge, Judge Fargo (known to later generations as 'The Father of Justice'), is responsible only to the president himself.

2039: The success of Mega-City One inspires other areas to build Mega-Cities, and plans are drawn up for Mega-City Two, to run down the whole of the Western seaboard, and Mega-City Three, centred around Texas and the other Southern states. Each is designed to accommodate around two hundred million citizens.

2040-47: Mega-Cities Two and Three are built; on the streets of all three Mega-Cities, the Judges have replaced the traditional policeman, as violence and crime escalate under the already crowded conditions.

2051: Judge Solomon reluctantly takes over as Chief Judge on the death of Judge Fargo, at the insistence of the other members of the Council of Judges, the ruling body of the Justice Department of which the Chief Judge is head.

2058: Solomon steps down, in favour of Judge Goodman, and returns to the streets where he is happiest.

2066: A new process of accelerated cloning, coupled with Genetic Control screening for probable Judge material, means that trainees are able to become full Judges in record time. The legendary Judge Dredd is one of the first children to benefit from this new technique.

2070: Caught in a maze of diplomatic wrangling, President Robert L. Booth of the USA starts the Atomic Wars, which rapidly devastate most of the USA, USSR, and Europe. The Mega-Cities escape direct nuclear attack, however, because of experimental laser defence systems installed just a year earlier. Shocked by such an abuse of power, the citizens of America rise up and depose President Booth; he still has many loyal followers, however, and control over the country's robotic Mek-troop army, and a bloody civil war starts. The citizens petition the Judges to take over the running of the country.

2071: In the heart of the Cursed Earth, a vast irradiated wasteland formed in the wars, Booth's Presidential Guard is finally defeated at the Battle of Armageddon, but only at the cost of the lives of a hundred thousand Judges and Mek-troops. Acting in his temporary position as Grand Judge for all three Mega-Cities, Judge Solomon pronounces his famous 'Judgement of Solomon', which states that the deposed Booth should be put into suspended animation, and entombed in Fort Knox for one hundred years.

2072: A steady inflow of homeless refugees from the ruins of the Cursed Earth swells the post-war populations of the Mega-Cities; MC-1 has 550 millions, MC-2 has 350 millions, and MC-3 has 260 millions. More and more blocks are built, but demand fast outstrips the supply of housing and many citizens form large shanty-towns outside the walls of the Mega-Cities. Gradually, the problem is eased by new fast construction techniques, but space in the Mega-Cities is becoming tight.

2083-86: After years of wrangling over independence and government, civil war breaks out between Mega-Cities One and Three. The

THE HISTORY OF MEGA-CITY ONE

A Justice Department Pictogram

Ref: 97/HisDep42-4/c114-119/HMCgen

latter does not feel it is getting a fair deal, being governed as it is by people in the other Mega-Cities, and that its individual identity is being submerged. The other two cities oppose the idea in the interests of unity, however, and (probably more importantly) the highly valuable resources controlled by Mega-City Three.

The war ends in stalemate, however, and, deciding that further conflict would simply be a waste of time, Mega-City One allows Three to secede and declare its independence. Mega-City Three adopts the name Texas City; the other two form closer links with each other and form 'The Union'.

2088: Luna-1 moon base is established by all three Mega-Cities. Although it is hailed as a great scientific achievement, it is seen by many as a diplomatic exercise, designed to renew and cement relations with Texas City. Government of the colony is divided initially between all three cities, with a senior Judge being sent every six months to take over as Chief Judge.

2099: The people of Mega-City One unveil the gigantic Statue of Judgement in honour of the Judges. The city's population has risen to a staggering eight hundred million, and many people are homeless. Some enterprising citizens take to the road in ever-moving mobile homes, and all of a sudden there are 18 million of them, perpetually driving the roadways of the city. A robot rebellion, led by renegade droid Call-me-Kenneth, brings about widespread destruction before it is finally quashed; anti-robot lobbies gain much support.

2100: Mega-City Two is prey to the deadly viral disease, 2T(FRU)T, which threatens the very existence of the city. An overland mission finally reaches the Mega-City with the antidote after a long and dangerous trek across the Cursed Earth.

2101: Chief Judge Goodman is murdered on the orders of the mad Judge Cal, who takes control of the Mega-City for a hundred day reign of terror, during which time he makes a goldfish his second-in-command and sentences the whole city to death!

2102: The resistance movement, led by Judges Griffin and Dredd, finally rises against Cal and his alien mercenaries the Kleggs, and the tyrant plummets to his death from the top of the Statue of Judgement whilst proving his ability to fly! Griffin takes over as Chief Judge, and the Mega-City gets back to 'normal'.

2103: A series of Block Wars accelerate into Block Mania, under the influence of Orlok the Assassin, a Sov agent who has been putting drugs into the water supply. The Mega-City erupts into chaos, with neighbour fighting neighbour, and even Judges being affected by the drug.

2104: Supreme Judge Bulgarin of East-Meg One launches an all-out nuclear strike on the already-weakened Mega-City One, and the Apocalypse War begins. Prolonged fighting devastates both the Mega-City One and the Sov sides, but a daring raid into Sov territory results in the obliteration of East-Meg One by its own missiles, and the invaders finally surrender. Chief Judge Griffin has died in the war, along with over four hundred million other citizens and Judges. Most of Mega-City One is in ruins, and millions are homeless, setting up more makeshift shanty towns in and outside the walls. Judge McGruder, head of the SJS, takes over as Chief Judge.

2105-07: The city is gradually rebuilt, but many parts still lie in ruins, and irradiated Sectors (or Rad-pits) are dotted around the city. Disease is a common hazard, and pollution is not diminished by tough laws. Unemployment is nearly 90%, and many bored citizens turn to crime, often just for something to do. A wave of insane crazes sweep the city, inspired by controversial vid shows and renegade Juve gangs, and the Judges are ever-more hard pressed to keep the peace. They are strong, though, stronger than ever, and they have The Law on their side!

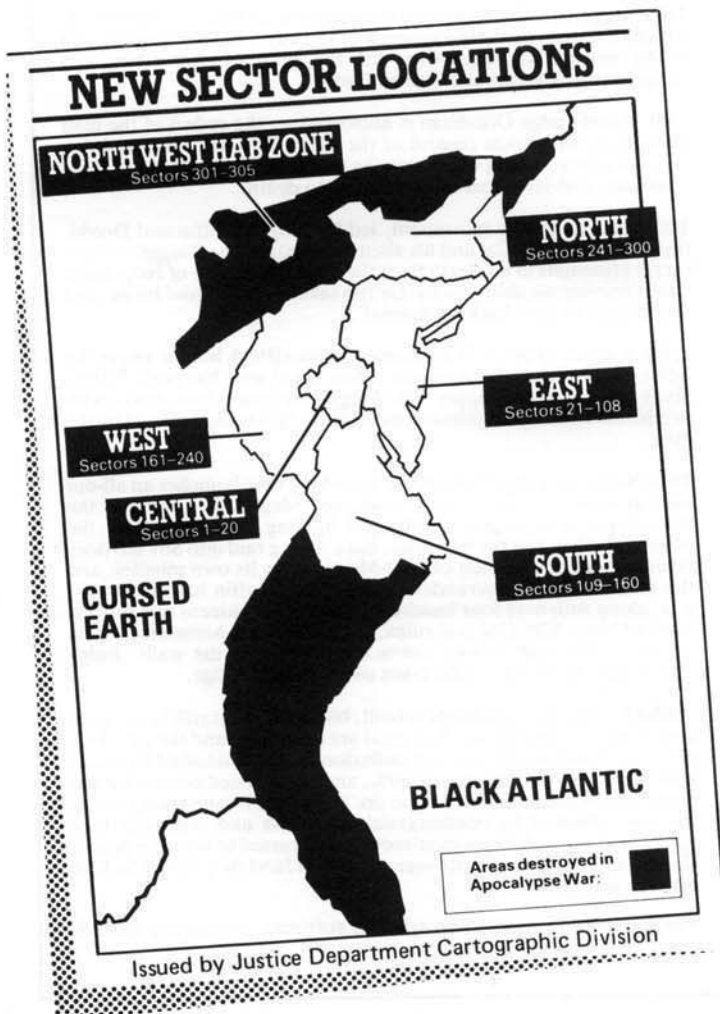
For further information on specific subjects, please key INDEX.

Mega-City One is protected by a huge *Plasteen* wall, which separates the city from the pollution of the Black Atlantic, and from incursions of mutants and rebels from the Cursed Earth. Originally built by the tyrant Cal, but maintained by the Judges, it is surmounted with many scanners and large laser cannon, constantly on the lookout for any sign of intruders. The Apocalypse War breached the wall in many places, however, and removing *Wallhoppers* from the city is a full-time job for many Judges. Mutants were banned from the city some years ago, but many still hide in ruined Blocks, hanging out with other criminal gangs.

GOVERNMENT

For administrative purposes, the Mega-City is divided into five areas, classified as North, South, East, West, and Central. Each of these is divided into a number of *Sectors*. Before the Apocalypse War, there were over 600 separate Sectors, but in 2106 the numbers were adjusted, to take out the destroyed areas. After a brief period of confusion, with many Sectors trying to hold onto their traditional numbers, the Sectors were enforced, and there are now 305 of them, numbered concentrically from the centre. The old Sectors, ruined and irradiated in the Apocalypse War, are still referred to by their original numbers, however, with the most famous being Sector 500 (or 'The Flea Pit'), a vast radiation swamp.

The Mega-City is run by the *Grand Council of Judges*, a triumvirate headed by Chief Judge McGruder, together with the Deputy Chief Judge and the Chief Accountant; the Grand Council works in conjunction with the Mayor of



Mega-City One when dealing with civil affairs. The Mayor is elected every four years in a flurry of electioneering that includes vast carnival parades, interminable talking billboards delivering 24-hour party-political broadcasts, and so on; the actual voting is carried out simultaneously, with all the citizens pressing a small keypad on their Vid-screens at the same time. The Mayor runs a council of delegates, one elected from each Sector; these in turn come from representatives from each Block. Most of the actual running of the city, though, is carried out by the two massive computers, Barney and MAC.

Barney is the civil computer, based at City Hall, and he co-ordinates the tax, housing, and social security systems, personal records of each citizen, and much more. With his cheery voice and jolly video smile, he is a big hit with the kids, who often come to visit him.

MAC, as detailed earlier, is his Justice Department equivalent based at Justice Central, and maintains complete security coverage of the Mega-City via a network of positioned and flying cameras, directing Judges to trouble as it occurs. MAC has access to Barney's data files too, and together they control all the day-to-day running of the city (under the direction of their operators).

It is the Judges, however, who really control the Mega-City; the Mayor and his councillors reassure the citizens that they *do* have a say in the running of the city, but it's the Justice Department which keeps the Mega-City running as smoothly as possible. If there is an issue which many citizens feel strongly enough about, they will demonstrate their opinions in a march, on Tri-D shows, and in the columns of newspapers, until they receive an answer from the Justice Department or a change in the system; all too often, though, such democratic protests are abused, and riots occur as the citizens become more emotional, occasionally even leading to out-and-out rebellion. These happen quite often, but they are usually quashed by the Judges almost as soon as they start.

NEWSPAPERS

The major Mega-City One newspapers and vid-sheets are very influential in organising public opinion and protests. Some of the leading titles are *The Mega-City Standard*, *The Daily News*, and *The Morning Newsfax*, but the most widely read is without doubt *The Mega-Times*. Normally printing four editions a day, each over two hundred pages in length, it also goes out in more than fifty alien language editions, and over two million vid-sheets; it is famous for its constant crusades against what it sees as injustice, and its no-holds-barred gossip column.

TRI-D T.V.

Tri-D, or Holovision, is Mega-City One's biggest source of entertainment and news. With 312 legal stations, and many more short-lived pirate broadcasters, there is such a widespread choice of viewing that Tri-D is listed as the most common cause of family arguments and domestic crimes. Some of the most famous shows have included the following:

Sob Story, where citizens used hard luck stories to try and appeal for money from viewers. The show's most successful appeal was made by the revolting Otto Sump; his appearance sparked off a whole new change in public opinion, until it became highly fashionable to be as ugly as Sump himself, an effect often achieved with the help of Otto Sump's Ugly Clinic, set up with the money he gained from the show.

You Bet Your Life, a pirate show where contestants bet their lives against fabulous prizes. (The show's host was later arrested for multiple murders!)

This Is Your Death, hosted by Damian and Debbie Lucas, where guest citizens are presented to a Psyker, who reveals the facts of their death, and then confronts them with their murderer and various innocent bystanders and witnesses (the shock kills many subjects on the spot!).

Quiz-Time, the most popular show in Mega-City One, with well over 280 million people tuning in to watch every night!

In general, vid-ins (modern versions of phone-ins), game and quiz shows attract the biggest audiences; it seems everyone likes seeing someone else being made a fool of; and with there being so few opportunities to be a true hero in Mega-City One, winning a quiz show is a much vaunted honour.

POST & BANKING SERVICES

Although everyone in the Mega-City owns, or has access to, a Vid-phone, traditional letters are used for official communications (though if they are really urgent a Judge will be called upon to deliver them) and other messages. Unfortunately, the average delivery time for a letter in Mega-City One is just under three weeks (the best time since the insane Judge Cal threatened to dismantle the post-droids!), due to the labyrinthine nature of the Mega-City; the MCPO's post-droids have a truly unenviable task even keeping up such a delivery time!

The banking services are more efficient, and they were the quickest establishments to recover after the Apocalypse War. Money usually occurs in two forms: everyone keeps some Credits handy for the smaller bills, usually as notes or coins, but all major expenditures are done on credit cards. Shops, robo-taxis, and many other places, have automatic cash-docking features which simply and swiftly remove the money spent. Not so simple is the task of trying to get a loan out of a robotic bank manager! Robotic tellers were introduced as a safety measure in banks, but this appears only to make bank heists more violent. The Mega-City's Mo-pad population is served by their own mobile Mo-banks.

TRANSPORT

As detailed earlier, the whole of Mega-City One is wrapped up in a vast synthetti-like mesh of Mega-Ways, Skedways, Overzooms and Zipstrips, which spiral around the Blocks and soar at death-defying heights above the ground. There are close on 13½ billion kilometres of roadway altogether in Mega-City One, but there still isn't much space to drive in. Much of the blame for the ever-present traffic jams and congestion is put on the 11 million people driving Mo-pads, the mobile homes which are constantly on the move until their owners can find an apartment in one of the City-blocks. To try and ease the congestion, most major roadways have minimum speed limits, and *Slow Driving* is a very common offence.

Drivers started taking to the air as Hover Cars were developed, but all they ended up doing was moving the congestion into the sky. Hover traffic, including the regular public Sky-bus services, is very carefully regulated by Justice Department Traffic Control, kept into clearly defined lanes at specific heights according to their direction of travel.

A further complication to aerial driving is the *Sky-Rail* system whose tracks twist in and out of the towering City-blocks. Similar to a very advanced monorail, the Sky-Rail (or Zoom-tube) trains run regularly between many blocks, offering probably the easiest and most regular service to commuters.

Transport out of the Mega-City or into space is handled at the various spaceports dotted around the Mega-City. From the largest, Kennedy Spaceport, a *Strat-bat* can take you out over the Cursed Earth, to Mega-City Two or Texas City, or a shuttle can transport you to Luna-1 moon base and beyond.



POWER & RESOURCES

As Mega-City One developed, the advanced technology was not matched by new methods of creating power, until the *Power Tower* was devised. After the Atomic War, and the outcry against any form of nuclear power, Mega-City scientists bored deep down into the earth's crust, looking for an alternative energy source. They found super-heated lava, in vast quantities, and built the Power Tower to harness its energy. Although it is little more than a controlled volcano, it is perfectly safe, though it has been the target of a number of terrorist attacks in recent years. It provides almost all of Mega-City One's power requirements. Solar power is used to supplement this power source, especially when the Weather Bureau vote for a sunny day (see below); they are used most extensively on the uppermost parts of City-Blocks. Most ground vehicles still use petrol-driven internal combustion engines, though they are very advanced versions and are clean and pollution free. Others are electric powered, using highly miniaturised power-packs; most flying vehicles also use this method.

By the 22nd Century, much of the earth's resources have been used up, or rendered inaccessible by the Atomic Wars. Consequently, there is a heavy emphasis in Mega-City One on recycling virtually everything. At Resyk, all the Mega-City's rubbish, from scrap metal to human bodies, is broken down into its constituent materials, refined, and despatched back to industry for re-use. In this way, Mega-City One is almost 90% self-sufficient. Most of its foodstuffs, such as *Munce* the miracle food, is synthetically grown in large vats in the Mega-City, or just outside the walls. In the Cursed Earth there are also strip farms, as well as many mines and ore-processing plants. These offer work to many Mega-City citizens desperate for a job, any job, but conditions are tough and pay is very poor.

WEATHER

In common with the other Mega-Cities, the citizens of Mega-City One can choose what sort of weather they want. Each day, they can vote for the particular type of weather they want; their votes are collated at the *Weather Congress* building, and the final result is beamed up to *Atmosphere Control* stations floating above the city. These vast hover platforms automatically remove the clouds, or seed them with chemicals, to produce the desired weather. The climate is usually hot and sunny, though the Judges will occasionally order rain, to wash the streets, particularly after parades or demonstrations. Occasionally, faults in the system or criminal activity can produce very strange results, which often prove disastrous to a city unable to cope with blizzards, fog, or hurricanes, though these are thankfully rare.

THE CITIZENS

Around the time this game is set (late 2107) there are approximately 400 million people living in Mega-City One, but although more than this number died in the Apocalypse War of 2104 there are still many thousands of homeless people, due to the number of homes destroyed in the devastating war.

Most of Mega-City One's citizens live in compact, modern apartments in high-rise Blocks. Many of these soar up into the stratosphere, with up to a thousand storeys, though most tend to peak at around 500. Each of these Blocks house up to 60,000 citizens, sometimes even more. The Blocks have a very wide range of facilities; many are so well-equipped that some citizens never leave the Blocks where they were born. Most Blocks follow a standard design. Each one has a large, high-ceilinged Entrance Hall, which leads in from a *Tweenblock Plaza* (a large open space between Blocks). The hall provides access to all levels of the Block, via stairs, ramps, moving pavements, elevators, and AGCs (high-speed Anti-Gravity Chutes), as well as recep-

tion and information facilities, public vid-phones, and other standard features. To move about these large halls, and the Tweenblock Plazas, there are the Slidewalks and Eezigslides, and Block Buggies. There are also a number of other open spaces scattered about the Block. Because of the heavily built-up nature of Mega-City One, there are small man-made parks and gardens built into the Blocks, often surrounded by large screens which show open skies and landscapes. These are known as *Promenades*, and there can be as many as a dozen or so dotted about the many levels of the largest Blocks.

As has been said, a Block provides most of the facilities a citizen needs. Most Blocks have schools (from kindergartens and nurseries through to high schools), hospitals and libraries, shopping malls, hoverports and Zoomtube stations, and each Block is served by a spider's web of intertwining access roads, Zoom lines, and the like. Most Blocks are made up of standardised apartments, each of a standard size and design, but many also have luxury penthouses as well, often perched on the highest levels of the Block. In general, however, the better standards of housing tend to be found in the lower-level *Conapts*. These are smaller and more exclusive, but sometimes with fewer facilities, though in general they are much like miniature Blocks.

Not all Blocks are as modern as each other, however; there are still a large number of *Pre-Atomic* Blocks and low-level buildings scattered around the city. (It is interesting to note that the Sectors with the worst housing are those which have repeatedly *escaped* damage over the years.) These are often made up of a number of small Blocks in close proximity, not necessarily linked together but sharing a common name.

It has long been a tradition in Mega-City One to name Blocks, roadways and squares after famous people, specifically from the last two centuries. Although the faces behind the names have often been forgotten, their memory is preserved forever in places like the Jimmy Ballard Block, the Ian Livingstone Zipstrip, the James Robertson Justice Memorial Hoverport, and the Davy Bowie Conapts.

The very worst housing in Mega-City One is to be found at City Bottom (the ground level of the city, often kept in perpetual twilight in the shadow of the soaring Blocks and aerial roadways), where many homeless citizens live in terrible makeshift shanty towns of shacks and lean-to's. These people, known as *Slummies*, are part of the long waiting list for a Block apartment. Although the Mega-City's building robots work flat-out to replace the Blocks destroyed in the Apocalypse War, there is still a long, long wait for many citizens. Mo-Pads were one answer, but the roadways are now so crowded that their numbers are strictly controlled by Justice Central.

A new answer, first implemented in 2103, was the development of the *Orbital Space Condominiums*, or *Condos* as they are known. These vast space-platforms look very much like a complete section of Mega-City One which has simply been blasted into orbit, with Blocks, roadways, and so on, all under the protection of a huge plasteen bubble. The Condos can house up to 200,000 people in reasonable luxury, supporting the inhabitants with many hundreds of hectares of rich artificial farmland. They were initially built for the very wealthiest of citizens, who, insulted by having to live at such close proximity to all the 'common people' and criminals, decided to move off the planet altogether! After the Apocalypse War, however, a new City Ordinance stated that from all new private housing developments a percentage must be given to the city, to fill with homeless Slummies. In many cases, this has lowered property values on the Condos so much that the owners have sold up to the Mega-City at a greatly reduced rate, and moved back to Earth! A number of Condos suffered from criminal cost-cutting (cheaper materials than was safe, slipshod work, etc)

and were destroyed in 'accidents', with the loss of many lives. In 2108, however, the Condos are a safe alternative to living in the overcrowded Mega-City, but only if you can stand your neighbours!

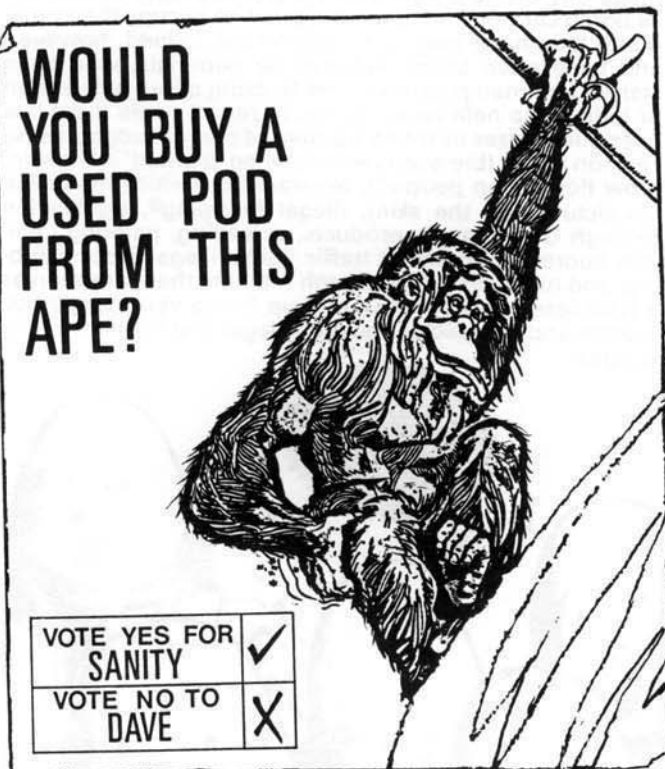
A Life Of Leisure

Out of every hundred citizens in Mega-City One, it can be guaranteed that 87 of them will be totally unemployed, and that a further 5 will not work for more than 10 hours a week. The advanced technology of the 22nd Century unfortunately brought mass unemployment on a disastrous scale, as robots replaced humans in every walk of life, from doctors and bank managers to street-sweepers and barmen. The advantages of robotic labour are obvious and there are few jobs which cannot be done by a robot.

As a result, children (or *Juvs*) are educated for unemployment, rather than for work; they are conditioned to have hobbies, to enjoy their leisure time, and to cope with not having anything at all to do, all the time. Everyone in Mega-City One is educated to a similar standard, with the main qualifications attained being the *Literate Junior Citizen Certificate*, and the *High School Diploma in Unemployment*. Each Block has its own schools, usually under the control of a robot or computer teacher. After 12 years of formal education, each citizen is out on his own, in the big wide world of Mega-City One. Some people keep up with their studies, adopting a particular subject as their hobby. Others take up different hobbies: spot-welding and metalwork, scratch-building fashion kneepads, giving blood, sculpture, Boinging, shuggy-playing, Batting, watching game-shows on the Vid, or just looking out of the window. Others, though, turn to crime through boredom and the need to do something interesting or exciting; this does not excuse any Perp, but it helps to understand why citizens commit crimes, particularly Juves.

The mass unemployment caused by automation left a lot of bad feeling against the Mega-City's robots. As a result, there is a big anti-robot lobby in the city, who campaign against automation and robots' rights. After the *Robot Riots*, led by Call-me-Kenneth in 2099, they gained many supporters, but they have returned to being a small but noisy minority. Even smaller, but much more dangerous, were the *Neon Knights*, violently anti-robot vigilantes, who dressed in robes and attacked and destroyed any stray robots they encountered; they suffered a major set-back when it was discovered that their leader was a half-human Cyborg, but support for them is still strong in some quarters, particularly in the southern Sectors.

Soon after his second re-election, however, the Apocalypse War started; when it was finally over, it was discovered that the Mayor had become the first victim of a viral disease (later called *Grubb's Disease* in his memory) which turned him into a human fungus, and he died soon after, in the wake of mass revulsion from his once-grateful public. The current Mayor is Dave the Orang Utan, possibly the most successful representative ever, if only because all he does is eat bananas and drink Bananarak all day.



Sports, Crazes and Wars

For many citizens, who have neither the dedication nor inclination to follow a full-time hobby, there are still many pursuits the average citizen can follow. There are many different sports in Mega-City One, including Pin-Boing, Shuggy, Jetball, and Inferno (which developed from the classic Aeroball), and many traditional sports too. There are also a number of illegal ones, run by criminals with large

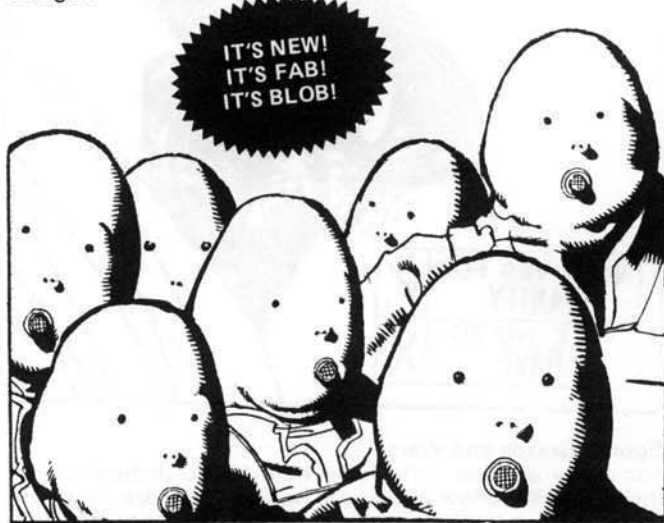


In general, however, most Mega-City One citizens have little to do with politics, leaving the running of the city up to the Judges. Come Election Day, however, most people do manage to press the button and register their vote for the Mayor of their choice, before forgetting about it for another 4 years. The most popular Mayor of Mega-City One in recent years was Jim Grubb, who was re-elected twice.

illegal side-bets, including Bite Fights and Robot Baiting. As well as these large-scale sports, there are many inter-Block contests as well; these are encouraged, to give each Block a sense of community spirit and loyalty, but all too often they get out of hand, and peaceful games turn into all-out war! Block rivalries are notorious for starting trouble, as jealousy and Block-loyalty take over from common-sense.

Each Mega-City Block also has its own platoon of *Citi-Def* troops; these part-time militiamen train in civil defence, and provide a good pastime for many people, but all too often they are in the forefront of Block Wars, using sophisticated equipment to cause full-scale destruction. So touchy are some CD people that the smallest incident can lead to mass-murder and the demolition of the rival Blocks.

Mega-City One is always in the grip of one craze or another, as bored citizens find something new to occupy their time. Many fads have been very dangerous indeed, however, and have often been exploited by criminals, who have started and manipulated crazes to bring about a diversion or hide some nefarious activity. In recent years there has been such crazes as throwing custard pies at Judges, using Fashion Seeds (bio-seeds which, when 'planted' in the skin, grow flowers on people!), bio-transfers (which move like vid-pictures on the skin), illegal Boinging®, uglification through Otto Sump's products, scrawling, painting vehicles fluorescent green at traffic lights, illegal Block climbing, and many others. Although many of them are seen as a harmless release, some end up being very dangerous indeed, and are quickly declared illegal and handled by the Judges.



Tri-D has a tremendous following, especially the game shows, and there are many famous vid and film stars, including Conred Conn (star of the legendary *Beasts That Ate Mars*), Dino Valdi, and latest hearthrob Rocky Vollo (famous for his *I'm All Right, Judge!*).

For some people, though, life in Mega-City One gets so on top of them that they develop Future Shock syndrome, and become *Futsies*. In such a volatile state they need medical help, but all too often don't get it, and they turn violent. Many Futsies simply find a weapon and go 'crazy, killing everyone in sight, until they are stopped by the Judges.

Less serious are the *Leapers*; these are overly emotional citizens, who simply decide that they have had enough of life, and leap from the nearest tall structure, be it a building, roadway, hovercar, or whatever. Leapers are especially prevalent after major Mega-City events — like the election of a disliked Mayor, or the death of a soap opera character.

There are also the *Sponts*, or 'Spontaneous Confessors', whose one undying wish is to be convicted of a crime! For many, it starts as a desire to escape from life in Mega-City One, but for all it soon turns into an obsession. Many Sponts don't realise, however, that to be arrested for a crime they actually have to commit one! These very sad cases are, once finally arrested, held in Psycho-cubes, rather than Iso-cubes, so that Med-Judges can attempt to understand the nature of their ailments.



As well as the millions of 'normal' citizens in Mega-City One, there are other strange types. Although Mutants have been banned from the Mega-City for a number of years, there are still many who manage to sneak through breaks in the Cursed Earth Wall, and hide out in ruined Blocks. Many of them become the victims of criminals who blackmail them by threatening to inform the Judges of their whereabouts, which in turn forces them into crime; others turn to it naturally, often setting up in direct competition to the established gangs. Mutants (or 'Muties') are feared by most citizens as being somehow unnatural, who seem to feel that the Muties will taint and contaminate everybody else. The truth is that although some Muties are irradiated, many are perfectly safe, and have a very short lifespan anyway.

Talking Apes

Hiding out in a group of abandoned Blocks known as Ape Town or The Jungle, are the results of a number of 21st Century experiments on monkeys. Many apes were given voices and an education by scientists. Set free, to see how well they would adapt to the modern world, they proved rather *too* successful, and settled in The Jungle. Many of them retained an ability to mimic their neighbours, and soon became gangsters, running protection rackets and blackmail rings. The Dredd Act has since banned all experimentation on animals.



Aliens

Every year, more than 100 million visitors come to Mega-City One, many of them from other planets. There are always a large number of alien tourists visiting the Mega-City, being carefully chaperoned around by couriers, and hopefully being kept away from trouble (occasionally not very successfully!). It is often hard to tell the difference between an Alien visitor and a Mutie, however, and many citizens are rather wary of them. Some remember the Kleggs, the carnivorous Alien mercenaries hired by the insane Judge Cal to suppress the Mega-City in 2101, and think all Aliens are like them, but most citizens are growing to accept that the earth needs to keep good relations with them, for trade and defence.



Troggies

There are also a large number of citizens who are almost never seen on the streets of Mega-City One. These are the *Troggies*; instead of rebelling against the pace of modern life like the *Futsies*, they took refuge in the Undercity, the vast network of subways and tunnels which were concreted over when the Mega-City was built. As time has passed, the absence of light and many strange diseases harboured underground have warped their bodies, and they have become resentful of the Norms who drove them underground. The Undercity is their domain, and they rule it ruthlessly, preying on anyone who trespasses. Criminals have tried to hide out in the Undercity before, but have invariably met a grisly end at the hand of the *Troggies* (and the worse creatures that are rumoured to lurk in its depths).

THE CURSED EARTH

Created in the Atomic Wars of 2070 by a holocaust of saturation nuking, the Cursed Earth is a vast radioactive hell which stretches across the whole of North America, from Mega-City One on the East Coast to Mega-City Two on the

West, from the frozen north to Texas City in the south. The Cursed Earth is made up of all types of terrain — from fields of sentient mutant plants and steaming radioactive swamps to stark desert sand dunes and plains of scrap metal — and its inhabitants are similarly exotic and mutated. All varieties of life try and live in the Cursed Earth, scattered into groups across the whole of the continent. There are bands of slavers, dealing in human beings; gangs of renegades and criminals in exile from the Mega-Cities, who raid each other constantly; small isolated communities trying to eke out a living from the bare soil; weird religious sects who raid the settlements for human sacrifices; and many more strange groups. There are also large packs of mutants, who, being banned from the Mega-Cities, regard the Cursed Earth as their own territory.

And then there are the creatures of the Cursed Earth — packs of dinosaurs (originally recreated from fossilised cells by Mega-City One scientists, they now roam free), giant mutant insects, huge poisonous rats, and many weird mutations, including dog-vultures, double-winged eagles, and six-legged mountain lions.

As part of Rookie training, every Cadet is taken on the *Hot-dog Run*, an excursion into the Cursed Earth under the supervision of a senior Judge. The round trip is rarely more than a thousand miles, but it gives each trainee a good idea of the harsh conditions. Judges have no specific jurisdiction over the Cursed Earth, except when chasing renegade criminals from the Mega-City; in these cases they may arrest the criminal(s) in question, and return them to Mega-City One for sentencing and imprisonment.

The most usual way of crossing the Cursed Earth is in a *Strat-bat*, a fast high-flying aircraft. Regular patrols over the area closest to the Mega-City are made every day by Justice Department craft, and there are scheduled flights to Mega-City Two and Texas City from Kennedy Space-Port. The trip is fast and comfortable, flying above the level of the *death-belts*, sporadic mile-thick bands of poisonous gases and floating radioactive debris which hover six miles or so above the ground, blotting out the sun and making life below them virtually impossible. It is the death-belts that have kept the Cursed Earth a land of ruin and stopped nature from healing herself.

LUNA-1 MOONBASE

Established as a proper colony, after many years of small experimental stations, in 2088, Luna-1 has grown over the last two decades into a miniature version of a Mega-City, with its own Blocks, Judges, and so on. The base is run by all three Mega-Cities, working together in cooperation. Originally each, in turn, supplied a Judge-Marshall for six months; in 2101, however, Judge Tex was appointed full Marshal of Luna-1, on the recommendation of the departing Judge Dredd, and he is there as of this date.

Life in Luna-1 mirrors that in Mega-City One. There isn't as much crime, because many of its inhabitants actually have jobs in the new industries, extracting materials from the moon; but those that do occur are usually similar to their earth-bound counterparts. Occasionally, Mega-City perps will flee up to Luna-1 in the hope of escaping justice: attempts which never work. As their patch includes almost a million square miles of outlying settlements and factories, the Luna Judges use *Zippers*, hover versions of the Mega-City Lawmaster bikes, to patrol across the base on.

Luna-1 is also much in demand as a holiday centre. Particularly popular are the Lunar Olympics, contested principally between the three Mega-Cities and East-Meg (who have, however, been boycotting them since the Apocalypse War). Under the weaker gravity of the moon, earth-set records are constantly smashed, and many new sports have gained Olympic status, including Dustboard Leaping and Moon Yacht Racing.

8: A GLOSSARY OF MEGA-CITY 1 SLANG



A

A & A. Aiding and Abetting.

Adifax. Expensive and addictive serum prepared from corpses of Stookies, which stops the aging process in humans.

Aeroball. Once-fashionable cross between basketball and kung-fu, played in the air using personal jet packs.

Airbus. Commercially-run hover bus, running on a prescribed route between Blocks.

AGC (Anti-Gravity Chute). Clear plasti-glass tubes used for fast travel between the floors of tall City Blocks.

Aggro Dome. Mega-City recreation centres, where citizens could work off violent tensions against robots and machines.

Andean Conglom. South American counterpart of Mega-City One.

Apocalypse War. Attempted invasion of Mega-City One in 2104 by East-Meg, which devastated most of the population and the city.

ARV. Armed Robbery with Violence.

Atomic War. World-wide nuclear war, started in 2070 by President Booth, which destroyed much of the USA, USSR, and Europe.

Auto-key. Hand-held electronic lock opener.

B

Bambo. Term of abuse; a stupid person; a variant is *Bimbo*.

Bananarak. Apes' favourite drink.

Barney. Name given to government's central computer, located in City Hall.

Batting. High-rise sport, similar to 20th Century hang-gliding, involving strap-on plasteen wings.

Belliwheel. Small wheel, used by *Flabbies* to keep their bellies off the ground!

Big Mo. A Mo-pads' giant mobile service station.

Big Smelly. Slang term for the Ohio River, now buried underground and inhabited by mutants and other outcasts.

Birdie. Hand-held electronic lie detector used by Judges.

Bisoon. Hybrid cattle animal, a cross between a buffalo and a heifer, reared in Cursed Earth factory-ranches. Produces *Pro-slab*.

Black Atlantic. Slang term for the Atlantic Ocean, now so heavily polluted it keeps catching fire!

Bleeper. Tiny electronic radio-transmitter, used by Judges to follow Perps.

Blitz. Contract murder of a particularly violent nature; performed by a *Blitzer*.

Block. Giant high-rise buildings, which make up most of Mega-City One. Citizens who live in them are often called *Blockers*.

Block War. Blockers are often fiercely loyal to their particular Block, which occasionally leads to all-out war!

Body Sharking. The illegal trade in the bodies of living humans; often goes hand in hand with *Organ Legging*.

Boing®. Aerosol-sprayed substance that forms a rubbery bubble around the user; used for games in the *Palais-de-Boing*.

Briefer. Machine which sums up all crimes of last 24 hours in a few minutes for Judges at their daily briefings.

Brit-Cit. English counterpart of Mega-City One.

Button Jock. Slang for a disc-jockey or dj.

By Grud! Legal expletive used by Judges to reduce adrenaline in times of crisis.

C

Carilot. Holdall, fashionable with *Juves*.

Central Control. Government department which controls the movement of all the Mega-City's traffic, and in particular the millions of *Mo-Pads*.

Chump-Dumping. Nefarious crime, whereby 'cheap' flights to other planets result in the passengers being thrown out into space!

Citi-Def (CD). The City Defence Force, a voluntary militia organised on a Block basis, to train in civil defence.

Civos. Judge slang for citizens; civilians.

Cling-Net. Large, self-constricting net, usually used by Judges to apprehend Perps.

Comp-Ident. Recognition of a Perp by fast access to computer records; computer identification.

Con-Apt. Connecting Apartments are small, low, and usually better-quality housing units.

Condo. See *Space Condominium*.

Confront. Another term for a *Rumble*.

Credit. Unit of currency in Mega-City One.

Crockshop. Home for *OACs*.

Cursed Earth. Vast radioactive wasteland, stretching over most of central North America, inhabited by outcasts, mutants, slavers and monsters.

D

Decontam. Type of *Med Squad* who specialise in anti-radiation treatment, or decontamination.

Dodgem. Rubber Ricochet bullet.

Dok!, Drokk! See *By Grud!*.

Dult. Youth slang for a 'grown-up'.

Dunk. A pick-pocket, who thus practises *Dunking*.

Dust Zone. Industrial Sector of Mega-City One, where all the Blocks are devoted to industry.

E

East-Meg. Eastern European/Asian counterpart of Mega-City One; inhabitants known as *Sovs*.

Eeziglide. Sloping moving pavement; also see *Slidewalk*.

Electro-Cordon. Electrically generated force field, used by Judges in apprehending Perps.

Emergency. Judges' term; means, quite simply, 'Judge in trouble! Come quickly!!'

Exo-Men. Judges' name for criminals who use exo-skeletons to aid them in bank raids, etc.

F

F.A.F. The Fat Abolition Front, a neo-political party of anti-flab activists.



59c. The section of Mega-City Law which allows a Judge access to a citizens home to search for crime; the basis behind Section 59d, which deals with the *Crime Swoop*, an organised and very systematic search of an entire Block by a team of Judges.

Flab(bie). Term for one of Mega-City One's obese food fanatics, who hold illegal eating contests, and protest for more food rations.

Flab-Fan. Slim follower of illegal eating contests by *Flab-bies*.

Flabbon. One of a number of products, produced by Otto Sump's Ugly Clinic, designed to help the (rich) user attain a very fashionable ugliness!

Futsie. Victims of 'Future Shock Syndrome'; the strain of living in Mega-City One often turns them into psychopathic homicidal maniacs.

G

Garbage Grinder. Units, found everywhere in Mega-City One, for the recycling of all rubbish; also known as *Garbage Chutes*.

Glasseen. Modern glass substitute.

Graveyard Shift. Judges' term for period of duty, usually in the early hours of the morning.

Groat. Unit of inter-planetary currency; also known as *shugs*.

Grubb's Disease. A radiation-spawned fungal disease that completely covers its victims' bodies, turning them into living mushrooms! Named after its most famous victim, ex-Mayor Jim Grubb.

Gunge. A range of revolting but highly nutritious foodstuffs popularised by Otto Sump. They included Mould jam, Slime sauce, Snake rings, and Grot Pot; but are now marketed under more pleasant brand names.

H

Hab. Slang for a small apartment or living unit.

Heister. An armed robber.

Holding Post. Post to which a Judge can temporarily cuff a Perp, if he has other urgent business to deal with, to be picked up by a *Pat Wagon*.

Holding Tanks. Specially-fortified part of a *Sector House*, designed to hold Perps until they can be transferred to an *Iso-Cube* to serve their sentence.

Holocaust Squad. Specially-trained Judges, used to sort out the most desperate of situations (often suicidally).

Holovision. Three-dimensional television, the main entertainment medium in Mega-City One; also called *Tri-D*.

Hotdog Run. Cadet Judges' practical test, a patrol into the Cursed Earth, undertaken in their 12th year.

Hotshot. Slang for a Lawgiver's Heatseeker shell.

Hover Pod. Another name for a civilian hover car.

H-Wagon. Justice Department hover vehicle, usually carrying personnel or heavy weapons.

I

I-Block. Fortified safe house where perps who are informing on their friends can be protected from reprisals.

Indo-Cit. Indian counterpart of Mega-City One.

Inter-Block Zoom. Another name for the *Sky Rail*.

Iso-Cube. Standard form of imprisonment; a Block full of small, empty, plasteen cubes.

J

Jimpping. Impersonating a Judge; a serious criminal offence.

J.O.P. Juve Opportunities Programme; a training scheme for young unemployed citizens.

Judges' Code. Message system, similar to Morse Code, used by the Judges.

Judicial Indictment 4. Section of The Law pertaining to a Judge's illegal obtaining of a confession by torture.

Jugger. Huge hover truck.

Justice Central. Another name for Justice Department Headquarters; it is usually taken to mean the whole group of buildings, including the Academy of Law, Armoury, and the Hall of Justice itself.

Juve. Slang for a young person; the opposite of *Dult*.

K

Klegg. Large, carnivorous, lizard-like alien mercenaries, last hired by mad Judge Cal to put down the human population.

Kneepad. Item of high fashion, worn especially by *Juves*.

Kook Cube. See *Psycho Cube*.



L

Las-saw. High powered laser-based industrial metal cutter.

Lawgiver. The Judges' automatic, multi-shell pistol.

Lawmaster. The Judges' computer-controlled, heavily armed and armoured bike.

Leaper. A person trying to commit suicide by jumping from a high building or roadway.

Long Walk. An old or weak Judge has the option of retiring or taking the Long Walk, to deliver Justice to the Cursed Earth or the Undercity.

M

MAC. Justice Department central computer; the Judges' version of *Barney*, it keeps the whole city under surveillance and directs Judges to crimes, as they occur. Name is an acronym for Macro Analysis Computer.

Maze. Controversial housing development, designed by F.Lloyd Mazny, in which many residents starved to death, unable to find their way out!

Meat-Wagon. A Justice Department ambulance.

Median Strip. Safety zone down the centre of a Megway, fitted with barriers that can stop a wayward vehicle.

Med-Squad. A special team of Med(ical) Judges; usually in the company of a *Meat Wagon*.

Mega-City Boot. Slang term for *Riot Foam*.

Megathon. Annual cross-city marathon.

Meg-way. Major Mega-City motorway; also called a *Mega-way*.

Micro-vid Radiophone. A small, hand-held two-way radio, and *Tri-D* receiver.

Mo-Pad. One of the 18 million mobile homes, which constantly circle the Mega-City's road network. They are in turn serviced by Mo-banks, Mo-Libs, and the like.

Mugglie. A term of abuse, used only by the most vulgar Punks!

Munce. Revolting plant-derived synthetic paste, which can be refined to make many different edible products. Mega-City One's most common foodstuff, and (in its foul raw state) the only known antidote to Rad-fleas.

Munska. Highly alcoholic spirit, distilled from *Munce*.

Mutie. Slang for a mutant.

Mutieland. Area of the Cursed Earth, inhabited by gangs of mutants.

N

Nark. Judges' term for an informer.

Norm. Muties' term for an untainted, normal human.

O

O.A.C. Old Age Citizen; an old person.

Oilade. Refreshing oil-based drink for robots!

Old City. Area originally known as New York; most of it has now been concreted over, creating the *Undercity*.

Organ-legging. Illicit trade in spare body parts, which is the basis for a number of criminal rackets.

Overzoom. Another name for a flyover; the opposite of an *Underzoom*.

P Q

Palais-de-Boing. Large Block-sized building, the only place *Boing®* may legally be used.

Pat Wagon. Justice Department Patrol Wagon, used to pick up arrested Perps from *Holding Posts*, and transport them to a *Holding Tank*, or straight to an *Iso-Cube*.

Pedway. A pedestrian-only pathway; most modern Pedways are motorised — see *Slidewalk* and *Eeziglide*.

Pencil-Neck. Flabbies' term for a 'thin' person.

Perp. Judges' slang for a criminal; contraction of perpetrator.

Perp Running. The illegal transportation of wanted criminals to a safe place off-planet. It is occasionally tied in with *Chump Dumping*.

Pin-boing. Spectacular life-size version of 20th Century pinball, played in the *Palais-de-Boing* using *Boing®*.

Pinky. Talking Apes' slang for humans.

Pipeway. Service roads which link Blocks to *Mega-ways*, via large plas-crete tubes. Also see *Zipstrip*.

Plas-crete. The most widely-used building material in

Roob Cube. See *Psycho-cube*.

Rumble. Large fight between two rival gangs, usually *Punks* or *Blockers*.

S & S. Stop and search.

Scratchmo. One of Otto Sump's range of 'uglification' products (which also includes *Flabbon*), this noxious substance brings the face up in trendy red boils!

Scrawler. Illegal graffiti artist (usually a *Juve* or *Punk*). Hence *Scrawling*; also, *Scrawl War*, which is a contest between two graffiti artists to see who can put their name in the most prominent spot.

Sector House. Divisional Justice HQs, one per Sector of the Mega-City, which have their own cells (*Holding Tanks*), forensic and medical units, and reserves of weapons and equipment. Also known as a *Section House*.

Securo-pod. Another name for a *Mo-bank*.

Segregation Block. A separate Block set aside to house *Flabbies*, and stop them from trying to get extra rations by criminal means.

Shoplex. A block completely turned over to a vast shopping centre; derived from 'shopping complex'.

Shuggy. Twenty-second Century version of pool, played on a 'hilly' table, often with large side-bets; usually played in special *Shuggy Halls*.

SJS. The Special Judicial Squad judge the Judges, seeking out corruption and lax Law-keeping; they are responsible only to the Chief Judge herself.



Skankerie. Very fashionable night-club or discotheque.

Sked-way. Minor roadway; smaller than a *Meg-way*, but larger than an *Overzoom*.

Sky-Heist. Strange form of crime, in which a *Mo-Bank* is bodily lifted off the roadway by a flying crane, flown to a remote spot, and then dropped from a great height to crack open the vault.

Sleep Machine. Device which gives a Judge a full night's sleep in only 10 minutes.

Slipzoom. A side road or sliproad; another name for *Underzoom*.

Slowster. An illegally slow driver.

Slug Rock. Nasty type of modern music played by hyper-fashionable 'Uglies' (devotees of Otto Sump).

Slummy. Citizen left Blockless after the Apocalypse War; many live in slums and shanty towns both inside and outside the Mega-City.

Smokatorium. A large Block-sized building, which is the only place in Mega-City One where tobacco smoking is legal.

Snuffler. Machine used by the Justice Department Tek Squads to forensically analyse the scene of a crime.

Sov. Eurasian inhabitant of East-Meg (equivalent of 20th Century USSR).



Space Condominium. Also known as *Condos*, these are vast space stations, like whole city sectors floating in earth orbit, used to house some of Mega-City One's overspill population.

Speedway. Another term for a *Meg-Way*.

Spont. Spontaneous confessor to other peoples' crimes; can be a great hindrance to a Judge's investigations.

Spug. A young Punk.

Spuggy. Descriptive term of abuse, similar in application to *Ratfink*.

Spug Off! An illegal expletive.

Starscraper. Early term for a City Block; also known, at one time, as *Stratoscrapers*.

Statue of Judgement. Huge statue of a Judge, erected by public subscription in honour of the Judges; stands dwarfing over the old Statue of Liberty, in Sector 44.

Stiff. A corpse.

Stomm! See *By Grud!*

Stookie. Small, cuddly, and totally inoffensive alien, whose only problem is having a gland that produces *Adifax*, which makes them much sought after by *Stookie Glanders*.

Stookie Glander. Criminal who murders *Stookies* to remove their *Adifax* gland.

Street Creepers. Fashionable type of footwear.

Street Pirate. Member of a gang of modern-day highwaymen who prey on drivers, and Mo-pads in particular. Some board the vehicles as they travel; others, known as *Wreckers*, stop them with road-blocks or heavy weapons and then raid them.

Street Scanner. Device used by *Tek Squads* to identify illegal radio and *Tri-D* broadcasts, air-pollution, and the like.

Strut. *Juves'* term for taking a stroll.

Stumm Gas. Crowd control weapon, similar to tear gas, used specifically by Judges.

Sus-an. A form of suspended animation; the ill and the dying are cryogenically frozen until they can be cured. There are many commercially *Sus-an* centres, the most famous being the Forever Towers Home for the Semi-Dead. See also *The Vaults*.

Synthi-caff. Refreshing drink similar to the banned coffee, it has now itself been made illegal, due to its addictive qualities, and has been replaced by various forms of *Synthi-synthi-caff*.

Synthi-flakes. Mega-City One's most popular, breakfast cereal, made by the Sunshine *Synthifoods*!

T

Tad. High-powered nuke missile; Total Annihilation Device.

Tap. To mug someone; also means, a mugging.

Tap Dancers. A team of muggers, usually made up of two or three *Taps*.

Tek Squad. A team of specialist Judges, who deal with all things technical, from repairing vehicles to advanced forensic analysis.

Throughway. A high-speed inter-sector roadway.

Tri-D. Another name for *Holovision*. There were, at the last count, 312 *Tri-D* stations in Mega-City One.

Trog. Inhabitant of the *Undercity*, strangely deformed and retarded from living underground for so long; derived from 'troglodyte'.

Tweenblock Plaza. Large paved area between two City Blocks, where the citizens can meet, sit and relax, and watch all the *Juves* and *Punks strut*, showing off their latest *Kneepads*.

299er. A crazy, or a *Futsie*; derived from section of The Law relating to such matters.

2T(Fru)T. Rare viral disease which afflicted Mega-City Two for a while, turning its victims into rabid flesh-eaters.

U

Umpty Candy. A hyper-addictive, extra-sweet candy discovered by a sweetmaker called Uncle Ump. There is no cure for its addiction, and so it has been declared illegal. *Umpty Bagging* is the illegal manufacture and sale of *Umpty Candy*.

Undercity. When it came to re-developing the *Old City*, it was decided that the best way was to simply concrete the whole area over and start again, creating the *Undercity*, which is now inhabited by renegades, mutants, deformed *Troggies*, and much worse.

Underzoom. An underpass, usually beneath a major *Mega-Way*; the opposite of *Overzoom*.

V

The Vaults. Area underneath each *Section House* where severely injured criminals are kept in *Sus-an* until they can be cured, and made to serve their rightful sentence.

Vidder. A *Tri-D* watcher.

Vid-phone. The prime method of communication in *Mega-City One*; with it you can both hear the voice and see a picture of the person you are talking to (though the latter can be turned off).

Vid-slug. Small, miniaturised video cassette; most books and newspapers come like this, as do films, old *Tri-D* recordings, and so on. There is a burgeoning trade in prohibited 'slugs', run by various underworld racketeers.

Voke-box. Another name for a computer-controlled voice synthesiser.

W

Wall-hopper. A mutant or other outcast who tries to break back into the *Mega-City*, especially through breaches in the wall caused in the *Apocalypse War*.

Watching Bay. A Judges-only *Wayby* where they can sit on their *Lawmasters*, on the look-out for any trouble.

Wayby. A lay-by, usually a place where citizens can leave a *Block Buggy* when not in use.

Weather Congress. Council which decide daily what *Mega-City One's* weather will be; the information is then relayed to a number of aerial weather stations hovering over the city.

White Stuff. Romantic slang for sugar, which is banned for health reasons.

Wrecker. See *Street Pirate*.

X Y Z

YP. Judges' slang for a Young Perp.

Zipper. Hover version of the *Lawmaster* bike, used extensively on *Luna-1* moonbase.

Zipstrip. Access road running between a *Block* and a *Sked-way* or *Mega-Way*, open to the air. Enclosed zipstrips are called *Pipeways*.





МЕРКВ