

JUDGE DREDD

SHOOTING GALLERY



FLEETWAY
ANNUAL

MCM

JUDGE DREDD

SHOOTING GALLERY

Crime Briefing

Shooting Gallery bridges the gap between the D20 Judge Dredd RPG and the OutDraw rules by presenting conversions of material from the former to the latter. The first third of the book is strictly utility, providing OutDraw statistics, but reliant on the D20 books for in-depth source material concerning the citizen subclasses within Mega-City One. The latter half of the first chapter gives players and Chiefs the opportunity to incorporate alien races into their Mega-City One adventures, as well as other unusual entities such as mutants, g-manimals and super heroes. The next chapter details a selection of new technologies used by citizens during the course of the Judge Dredd comic strips. A diverse collection of profiles for the more famous citizens and criminals of Mega-City One round the book off, with details on how to exploit them, or others of their ilk, in roleplaying adventures. A comprehensive dictionary of Twenty-Second Century terminology caps the book. **Shooting Gallery** is the second book converting D20 to OutDraw rules, a companion to **We Are The Law**. Future books will move into new territory, offering more original source material spanning not just Mega-City One, but other cities and worlds comprising the Judge Dredd mythos

Text & Typography John Caliber **Additional Material** Chris Halliday [t-red], Matt Sharp [kleggs], Phil Smith [fairlyhyperman] **Cover Art** Mike McMahon **Interior Art** Brian Bolland, John Burns, John Cooper, Steve Dillon, Carlos Ezquerra, Ian Gibson, Cam Kennedy, Barry Kitson, Brendan McCarthy, Mike McMahon, Colin McNeil, Dean Ormston, John Ridgway, Alex Ronald, Liam Sharp, Ron Smith, Kevin Walker, Colin Wilson

Disclaimer Judge Dredd - Shooting Gallery, is published on a purely non-profit basis by Cast Iron Graphics, 1 Masefield Avenue, Radcliffe, Manchester M26 3GZ, United Kingdom. The authors of Judge Dredd - Shooting Gallery in no way seek to claim legal ownership of the Judge Dredd property which is © Rebellion A/S 2003. Judge Dredd - Shooting Gallery is an unauthorised Judge Dredd publication. All original material generated exclusively for Judge Dredd - Shooting Gallery, including original text and artwork, is the copyright of John Caliber © 2003. Cast Iron Graphics & Outdraw are © John Caliber 2003. No part of this book may be reproduced in any form without the express permission of John Caliber

Contents



Citizen Outlines 3

A comprehensive listing of citizen, perp and alien templates ready for quick insertion into Judge Dredd games



MegaTech 7

Adapting equipment, vehicles, weapons and robots from the D20 Dredd books to the OutDraw rule



New Material 19

Weapons, equipment, illegals drugs and a roster of alien races



A Block Of Citizens 28

Profiles of notable and bizarre citizens



A Cube Of Criminals 33

The most notorious criminals in Mega-City One's history



Megaspeak 49

Slang and terminology commonly used by the citizens and criminals of Mega-City One



CITIZEN OUTLINES



Introduction

The OutDraw rules places the people of Mega-City One into three categories: **Citizen, Perp & Oddball**. Each of the three categories contain differing degrees of competence, each successive level of competence represented by an outline containing a relatively higher level of facet ranks. The oddball category is a container for unusual outlines not commonly encountered in Mega-City One, such as mutants and super heroes

For players of D20 Dredd, each category is capped by a list of prior lives and prestige classes that fall within that category; some entries qualify for more than one category, indicating the entry in question can be practised by citizens with higher degrees of competence. Players not familiar with D20, or not wishing to use the D20 system, are advised that the placement of prior lives and prestige classes are there solely to show how the D20 character creation structure interfaces with OutDraw, not as a strict dictate on how the Chief should manage his own games

Some occupations act as umbrellas for several related roles to cut down on space. Not all the character outlines below have corresponding statistics in the D20 Dredd game, but are suggested for the Chief's consideration. Occupations new to this chapter and unfamiliar to D20 players are briefly explained in the MegaSpeak chapter [p49]

Bat Perp Bat Burglar, Bat Mugger
Citi-Def Officer Citi-Def Officer, Jaeger Squad Commando
Scientist Dimensional Physicist, Genetic Engineer, Marine Biologist, Nuclear Physicist, Quantum Mechanic, Temporal Engineer
Slab Fighter Bite Fighter, Slammer
Sportsman/Sports Hero Aeroball Player, Block-leaper, Jetball Player, Pinboinger, Shuggy Hustler, Skysurfer, Smashball Player, Ultimate Driver
Sports Champion Champion Skysurfer

typically not possess great ability in any of these **Occupations** Batter, Bite Fighter, Citi-Def, DP, Fattie, Judge Spotter, Jugger Driver, Juve, Lurker, Med-Tech, Mo-pad Driver, Neo-Luddite, Pest Control Officer, Punk, Scrawler, Sportsman, Slabwalker, Slummie, Trendo

Citizen Outlines

Joe Meg

Car [1/3] **Gun** [1/3] **Hed** [2/4] **HtH** [1/3] **IQ** [2/3] **Psi** [0/1] **Spd** [1/4] **Str** [1/5] **Tek** [1/4] **Rap Sheet**
 this category represents the average human megger, unemployed [or employed in undemanding labour], none too bright and lacking skills of any quality. Joe Meg's only interests are tri-d shows and 'dingbat' hobbies to help pass the endless days, such as batgliding and skysurfing, though he will

Proficient

Car [2/4] **Gun** [2/5] **Hed** [2/4] **HtH** [2/5] **IQ** [2/5] **Psi** [0/1] **Spd** [1/5] **Str** [2/5] **Tek** [2/5] **Rap Sheet**
 citizens in this category are in part or full-time employment with a higher than average salary and responsibilities generally demanding a higher than average intellect to conduct [except for the sports hero and Tri-D celebrity, proof that you can be stupid and wealthy at the same time] **Occupations** Biz-Cit, Sports Hero, Citi-Def Officer, Club Owner, Golden Girl, Inventor, Martial Artist, Mega-City Councillor, Mega-Corp Executive, Nark, Private In-

Battle Of The Classes



investigator, Scientist, Shock Jock, Tag King, Trendero, Tri-D Celebrity, Verminator

Career

Car [3/5] **Gun** [3/5] **Hed** [3/4] **HtH** [3/5] **IQ** [3/5] **Psi** [0/1] **Spd** [3/6] **Str** [3/6] **Tek** [3/5] **Rap Sheet** the career perp has survived life in the criminal underworld due to valuable skills, sheer bloody-mindedness, cunning and total disregard for the rights of his fellow meggers **Occupations** Agitator, Assassin, Bat Perp, Blitzer, Body Shark, Block Champion, Candy Daddy, Chump Dumper, Creative Accountant, Demolitionist, Drug Baron, Fall Guy, Fixer, Hacker, Hunters Club Member, Jimp, Loan Shark, Lowstreet Doc, Recreational Chemist, Perp Runner, Pongo, Slave Trader, Sleazy Lawyer, Street Pirate, Veteran Smuggler, Vigilante

Expert

Car [3/6] **Gun** [3/6] **Hed** [4/6] **HtH** [3/6] **IQ** [3/6] **Psi** [0/2] **Spd** [2/6] **Str** [3/6] **Tek** [3/6] **Rap Sheet** these citizens are at the top of their career ladder and command huge salaries, political or social influence, or all three **Occupations** Biz-Cit, Master Martial Artist, Mega-City Mayor, Mega-Corp Chief Executive, Nark, Scientific Genius, Sports Champion, Trendero, Tri-D Star

Master

Car [3/6] **Gun** [3/6] **Hed** [4/6] **HtH** [3/6] **IQ** [4/6] **Psi** [0/1] **Spd** [3/6] **Str** [3/5*] **Tek** [3/5*] *perps who make the big time are typically not those with extremely high Str or Tek facets; they instead employ individuals with those talents to work for them **Rap Sheet** the master perp has secured a position of power and status in the underworld and a legion of loyal goons willing to die for him. He uses his henchmen as a human shield, ensuring they are implicated and not he **Occupations** Agitator, Assassin, Body Broker, Family Advisor, Drugs Lord, Vigilante

Perp Outlines

Gump

Car [2/4] **Gun** [3/4] **Hed** [2/4] **HtH** [3/4] **IQ** [2/3] **Psi** [0/1] **Spd** [3/4] **Str** [3/6] **Tek** [2/4] **Rap Sheet** the gump is a small-time crook who falls back on mindless violence or a limited degree of slab savvy to make an easy profit **Occupations** Agitator, Bat Perp, Block Champion, Dunk, Fall Guy, Goon, Jimp, Pimp, Slab Fighter, Smuggler, Tap, Umpty Bagger, Vigilante, Wrecker

Oddball Outlines

In Judge Dredd, players can take on the roles not just of judges, citizens and perps, but mutants and even super heroes. Though the central premise of the game revolves around the crime fighting efforts of the Mega-City One judges, campaigns starring criminals, mutants and aliens can make for an interesting diversion and grant players an invaluable insight into life beyond

the sector house walls, perhaps to feed back into their portrayal of judges, helping better understand how judges and citizens interact

G-Manimals

In the early Twenty-First Century, advances in genetic science led to experiments on animals with the intent of increasing their natural intelligence. Shortly after the Great Atom War, humanitarian movements had exploded in popularity; their influence extended to the liberation of animals once kept in zoos for human amusement. Unwilling to have animals roaming the streets of Mega-City One, the Justice Department contracted Mega-Labs to augment the animal brains to allow the beasts to make a positive contribution to society. The most successful recipients of genetic engineering were primates, though a smaller number of 'pet' species such as cats, snakes and birds were subject to IQ boosts for the pleasure of those who could afford the cost of surgery

G-Ape

Car [1/4] **Gun** [1/4] **Hed** [1/3] **HtH** [1/3] **IQ** [2/4] **Psi** [0/1] **Spd** [2/3] **Str** [3/5] **Tek** [2/4] **Rap Sheet**

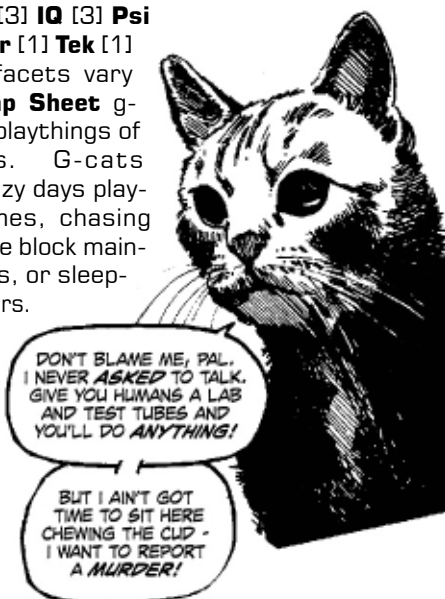
g-apes are simian hybrids with human-scale intellects and enlarged physiques allowing them to stand roughly shoulder to shoulder with homo sapiens. G-apes were allowed to integrate freely with human society, but the inevitable cultural clash meant most kept amongst their selves and formed their own communities, copying the traditions of their human neighbours

G-Cat

Hed [2] **HtH** [3] **IQ** [3] **Psi** [2] **Spd** [5] **Str** [1] **Tek** [1]

Data g-cat facets vary very little **Rap Sheet** g-cats are the playthings of hightowners. G-cats spend their lazy days playing tri-d games, chasing rad-rats in the block maintenance ducts, or sleeping on radiators.

G-cats are fickle creatures who will leave their owners if not treated well



The first genetically modified G-ape leaves Mega-City Zoo for an uncertain future



G-Chimp

Car [1/4] **Gun** [1/3] **Hed** [2/3] **HtH** [1/3] **IQ** [2/3] **Psi** [0/2] **Spd** [2/3] **Str** [1/2] **Tek** [2/3] **Rap Sheet**

a higher percentage of g-chimps see employment than the Mega-City One human population, their diminutive stature and boundless enthusiasm making them perfect as low-skilled workers. G-chimps are commonly employed as couriers, sewer maintenance robot overseers and table top waiters. A group of g-chimps man the missile defence systems aboard the Atlantis service plex

G-Orilla

Car [1/4] **Gun** [3/5] **Hed** [2/5] **HtH** [2/5] **IQ** [2/5] **Psi** [0/1] **Spd** [2/4] **Str** [5/7] **Tek** [2/5] **Rap Sheet**

the g-orilla is a noble and generally peaceful being that has successfully joined human society at all levels, from the humble trash sweeper to honoured member of mega-corp committees. There have been unconfirmed rumours of rogue g-orilla acting as assassins for the criminal underworld, but they are atypical of their species' preference for civilised and respectful cohabitation

Oran-G

Car [1/3] **Gun** [1/4] **Hed** [1/3] **HtH** [1/3] **IQ** [2/4] **Psi** [0/1] **Spd** [2/3] **Str** [2/4] **Tek** [2/3] **Rap Sheet**

the oran-g is a solitary and thoughtful creature that prefers his own company and seeks a lifestyle far from the chaos and crime of Mega-City society. Generally unconcerned by monetary needs, the

oran-g often frequents Lowtown bars, chatting with fellow bar flies and sitting on pre-atomic street corners with a bananarak in hand, watching the world go by

Sub-Hume

Car [0/2] **Gun** [2/4] **Hed** [1/3] **HtH** [2/3] **IQ** [1/2] **Psi** [0/1] **Spd** [3/4] **Str** [2/4] **Tek** [0/2] **Data** sub-humes have poor vision but keen senses of hearing and smell **Rap Sheet** sub-humes are antisocial slummies regressed to a quasi-primitive level of existence, living off City Bottom animals and plant life, sheltering inside discarded plasteen boxes. Sub-humes operate in small groups but do not have the intelligence to outwit judges or catch their prey with anything other than speed, strength of grip and a battering with a makeshift club. Sub-humes sometimes invade Lowtown to steal valuables from citizens to trade with gumps, or - if hungry enough - to hunt and eat the lowtowners!

Super Heroes

Car [2/6] **Gun** [3/8] **Hed** [2/8] **HtH** [3/8] **IQ** [2/8] **Psi** [0/8] **Spd** [2/8] **Str** [2/8] **Tek** [2/6] **Rap Sheet** super heroes are citizens who have a driving desire to rid Mega-City of crime. They make use of everyday technology to give the illusion that they possess intrinsic super powers such as flight, invulnerability, super speed and super strength. While a fair number of these super heroes are ill-prepared to fight against hardened criminals, a minority take their task extremely seriously train hard to increase their mental and physical attributes

to human maximum, enhanced further by technological aids. Fewer still have genuine super powers gained at birth or during puberty, or as the side-effect of strange and dangerous experiments gone awry. The judges take a dim view of super heroes and will not hesitate to take extreme measures to prevent these 'have a go heroes' from hurting themselves and those they think they are helping **Ref** p30-33 of the Judge Dredd Companion by Games Workshop

Wall Hoppers

Car [0/3] **Gun** [2/4] **Hed** [2/5] **HtH** [2/5] **IQ** [2/3] **Psi** [0/5] **Spd** [2/6] **Str** [2/5] **Tek** [1/3] **Rap Sheet** 'wall hopper' is judge slang given to mutants who have successfully breached the defences of Mega-City One's city wall, though they are usually soon captured and unceremoniously dumped back in the Cursed Earth **Game Play** wall hoppers present an element of uncertainty for judges who have gotten too comfortable in their authority and street skills. Wall hoppers are unlikely to stop when challenged and may possess strange powers not apparent by their appearance alone. The wall hopper's intent is to live in Mega-City One, but he cannot do so in the normal districts, instead forced to hide among the ruins of Old Town and City Bottom. A search for wall hoppers can take both the Chief and his players down some dangerous and rarely travelled paths, into Mega-City One's grotty and seedy underbelly **Ref** for more information on wall hoppers, refer to p215-218 of the D20 JDRPG. Games Workshop has a system for rolling up generic average mutants [p101-102, Game Master's Book] and powerful mutants [p52-55, Judge Dredd Companion]



MEGATECH



Introduction

The following chapter provides OutDraw statistics for D20 technologies. The simple, fast moving nature of the OutDraw rules means that weapon types tend to be homogenised rather than featuring twelve slightly differing versions of a basic handgun design. An extensive range of vehicle visual references are provided to correct the inaccuracy of the D20 rulebook artwork

Weapons (guns)

Key

a [automatic] **ac** [acid] **ap** [armour piercing] **b** [burst] **d** [disintegration] **e** [energy] **fl** [flare] **h** [high intensity/homer] **he** [high explosive] **hs** [heatseeker] **l** [long range/low intensity] **in** [incendiary] **m** [medium intensity/range] **r** [ricochet] **s** [single fire] **sa** [semiautomatic] **se** [standard execution] **st** [stun]

	Dam	Mod	Ran
Auto Hand Blaster	se2	s	m
Blazooga	ap2/he4/st3	s	m
Electra-Zap Gun	st1	s	s
Flesh Disintegrator	d3	s	s
Disintegrator, heavy	d6	b	s
Handgun	se2	s	m
Hypodart Gun	st3	s	s
Klegg Assault Cannon	se3	s	m
- Str 6+ to use			
Laser Weapons			
Laser Pistol	e2	s	m
Laser Rifle	e3	s	m
Lazooka	e5	s	m
Laser Lance	e6	s	m

	Dam	Mod	Ran
Multiblaster	se2/ap2/he4	s	m
Nightmare Gun	*	s	m
Sonic Weapons			
Sonic Blaster	st2	sa	m
Sonic Cannon	st4	sa/a	l
Spit Gun [aka blastgun]	se2	sa	m
Spit Pistol	se2	a	m
Stump Gun	se3	s	m
Stupid Gun	*	s	s
Zip Gun	se2	s	m

Weapons (melee)

Acid Gas	ac1/2/3	-	s
Club	st1	-	-
Electro-Prod	e2	-	-
Hacker	2	-	-
Knife	1	-	-
Las-Knife	e2	-	-
Las-Saw	e3	-	-
Mug Off	st1	s	s
Rattler	st1	-	-
Robowhip	e1	-	s
Spear	2	-	s

Weapons (explosives)

Boing® Bomb	he4	-	*
* see Boing® rules [below]			
Concussion Grenade	st2	-	-
Firebomb	in1/2/3	-	-
Frag Grenade	3	-	-
Handbomb	2	-	-
Hi-Ex Pack	4	-	-
Mega-Explosives	*	-	-
* power to demolish a cityblock			
Phosphor Bomb	in2/3/4	-	-
Smoke Bomb	*	-	-
* obscures unaided vision for 1-3 minutes			

Weapons Manufacturers

An incomplete list of movers and shakers in the Mega-City One arms industry

Colt oldest arms manufacturer in the western hemisphere, providing hand weapons for the American Mega-City judiciaries since their formation

Crown Arms Brit-Cit company making a steady inroad into the Mega-City one arms arena with reliable and hard wearing handguns

Gator new juve on the block, posing a direct threat to General Arms business by selling imported cheap weaponry customised to suit the consumer's taste

General Arms sells handguns, rifles and missile launchers

Hastings speciality manufacturer of quality and expensive classic hand weapons drawn from the full history of firearms, from flintlocks to AK-47s

Hondai Hondo City technologists pleasing American customers with quality sonic weapons and other niche products. The infamous Hondai AK209 assault rifle with its 700rpm, micro-grenade load, has been banned in Mega-City one, but sells well in the Stani-States

JD solely contracted to the Mega-City One Justice Department

Mauley supplies weapons to both judges and citizens, helping fan the flames of many a block war. A rival to Colt for the Justice Department's custom

Peterson heavy weapons specialist whose market has declined. Relys on a lucrative laser mesh maintenance contract from the Justice Department to see them through difficult times

Rasterblaster rapid-fire experts suffering heavy taxes imposed on their products by the Justice Department in an attempt to curb sales. Rasterblaster has appealed to the Firearms Federation of Texas City to have the taxation removed

Tac Systems heavy laser weapon specialist

Weptek high end hand weapon designer, distributing stock through a small chain of fashionable stores and Megaweb order

Walther Mitsubishi Mega-City One/Hondo City alliance combining street credibility with leading edge weapons developments

attacking] **Energy Shield** [BA 2] **Exo-Suit** [BA 2] grants Str 8 **Pad Armour** [BA 1 against HtH weapons only, excluding las-knives; no protection from firearms] **Citi-Def Armour** [BA 1]

Boing®

Draw a card as per the Skid rules [OutDraw Rules p14-15] to determine the direction a Boinger travels; the Boinger does not stop, but carries on bouncing just as quickly in the next direction indicated. Any type of fire damage of 2 or more ranks causes the Boing® bubble to melt, rendering it capable of only 1-10 further bounces before adhering itself to the next surface it encounters

The Boing® bomb is simply an explosive contained within a small Boing bubble. Once launched, the bomb's flight path is erratic and difficult to halt until the moment of explosion. The bomb is wired with either a detonator controlled by the bomb's owner, or has a preset timer. Boing® bombs were first used in Sector 53 by powerboard terrorists, but their infamy has spread fast throughout Mega-City one and they are becoming a weapon of choice among arsonists and terrorists

Fire Foam: Ran [s] **Data** extinguishes 3 points of fire damage

Gun Scope negates long range aiming penalties

Psi-Tech

Anti-Psi Drugs [psi-tranq] reduce Psi by 2 ranks for an hour **Null Shield** blocks psi-powers of 6 or less **Psi-Amplifier** pushes Psi up to 8, but inflicts equal permanent damage on Str after device is switched off **Psi-Booster Drugs** increases Psi by 3 ranks to maximum 6 for an hour. The user must make an opposed Psi draw vs. aggro factor 4, or suffer -2 to Str and Hed for a further twenty-four hours **Psi-Focus** boosts Psi by 1 rank, maximum 5 **Psi-Helmet** increases Psi by 1 rank, maximum 4 **Psychic Battery** boosts Psi by 2 ranks, maximum 6

Equipment

Note that only equipment with OutDraw statistics, or with marked changes in operation from their D20 counterparts, are listed here

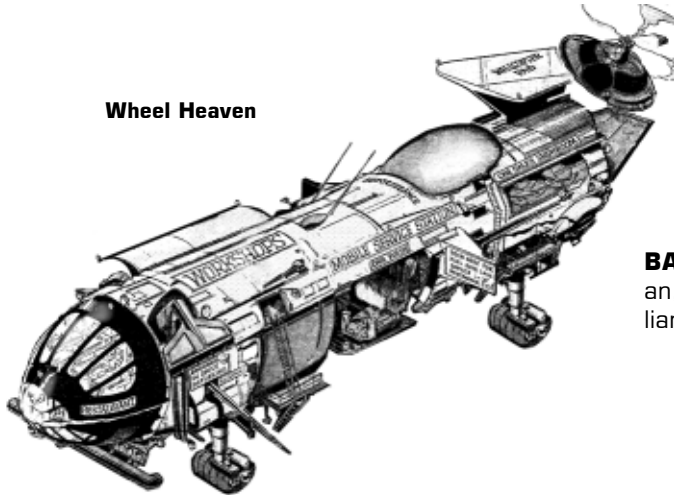
Body Armour: Anti-Mugging Suit [BA 0; Dam 1 to HtH attacker; wearer can cause up to Dam 3 by

Vehicles

Batglider

Mass [2] **Spd** [6] **Brand Names** Dragonfly, Icarus, Ravenwing, Scenic, Stealth, Winged Avenger

Wheel Heaven



Hoverbus

BA [1] **Mass** [32/64] **Spd** [8] **Brand Names** Air Coach, Chauffeur, Saint, Steadfast

Hovercar

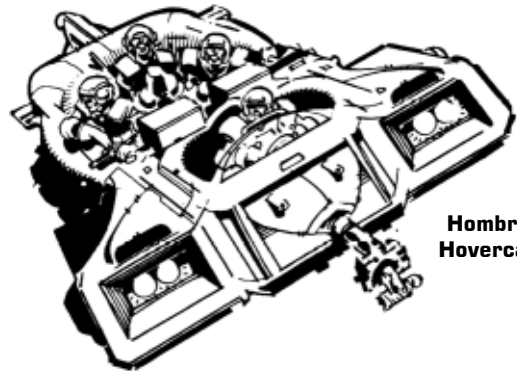
BA [1] **Mass** [8/12] **Spd** [9] **Brand Names** Bohemian, Falcon, Faithful, Flamingo, Hombre, Rapier, Reliant, Starburst, Tornado

Air Coach
Hoverbus



Big Mo

BA [2] **Mass** [64] **Spd** [9] **Data** the big mos are mobile service stations tending to the needs of ground vehicles on Mega-City one's mega-ways. Always on the move and maintaining a steady 200mph, the big mos offer vehicle maintenance, repairs, upgrades and regular MOT checks, lifting the cars off the meg-way with huge arms, depositing them within service bays. While their vehicles are indisposed, the drivers can stroll about the big mo interior, with a restaurant, rec-deck and even sleeping quarters available to help them while away the time. The larger big mos come equipped with car showrooms and hovercar landing pads on the roof **Brand Names** Drive-In, Meg-Mother, Wheel Heaven



Hombre
Hovercar



Block Buggy

BA [1] **Mass** [4] **Spd** [4] **Brand Names** Funster, Little Wonder, Skitterbuggy, Type 44

Hoverclaw

BA [12] **Mass** [10] **Spd** [9] **Equipment** hydraulic grappler arm **Brand Names** HandiAndi, Iron Grip, Talon, 211

Hoverpod

BA [1] **Mass** [5] **Spd** [7] **Brand Names** Egg, 9-10, Omopod, Scoot, Wedge

Citi-Def Gunship

BA [3] **Mass** [24] **Spd** [10] **Weapons** heavy spit gun [se4], hi-ex missile launcher [he8] **Brand Names** Locust, Retaliator, Scythe, Sicorro, Spectre

Hovership

BA [2] **Mass** [64/128] **Spd** [8] **Weapons** variable - if any **Brand Names** Big Betsy, Continental, Executor-9, Green Lady, Planet, Seven Seas, Sky King



Vehicle Recognition Guide



Ground Vehicles



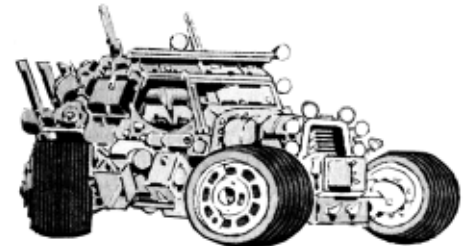
[above left]
Mercedes Bender,
21st Century model by
Classic Carriages



[above right]
Mercury Speed Demon



[left]
Hensi Fireball



[right]
Freeway Off-Megster



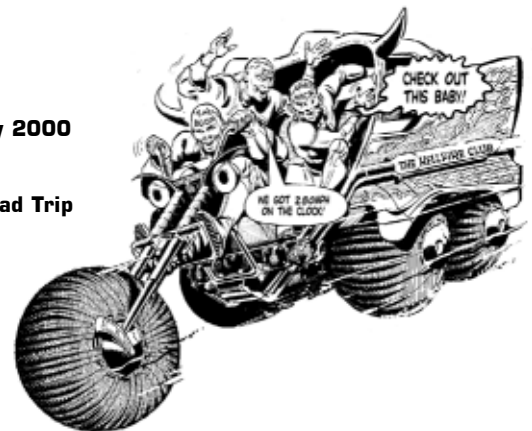
[left]
Mercury-Karmack
Box Clever



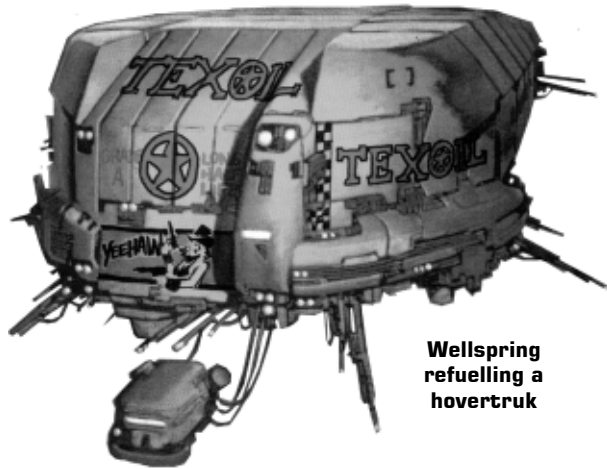
[right]
Oostin Sightseer
Taxi



[left]
Harley Farley 2000



[right]
Krapasaki Road Trip



Wellspring
refuelling a
hovertrunk

Paraglider

BA [1] **Mass** [4] **Brand Names** Featherlight, Kitehawk, Super Hero

Plat [hover platform]

BA [1] **Mass** [6] **Spd** [4]

Powerboard

BA [1] **Mass** [3] **Spd** [10/11] **Brand Names** Bondo Barbi, Extreme, Hurricane XI, Katana, Skymaster 3201, 3000z

Hovertanker

BA [4] **Mass** [64] **Spd** [8] **Brand Names** 2118 Camel, Wellspring, Whale, Superpool

Road Buggy

BA [1] **Mass** [5] **Spd** [8] **Brand Names** Buddy, Hare, 102, Tumbleweed

Jet Pack

BA [1] **Mass** [1] **Brand Names** BlowTush, Cannonball, c-JD [judge issue], Futter, Greasy Lightning, Jetstream, Whiplash

Roadliner

BA [1/2] **Mass** [16/32] **Spd** [8] **Brand Names** Big Max, Cargo Prince, Fat Boy, Herethere, Loadbearer, PowerHaul, Titan, VanDinco

Jugger

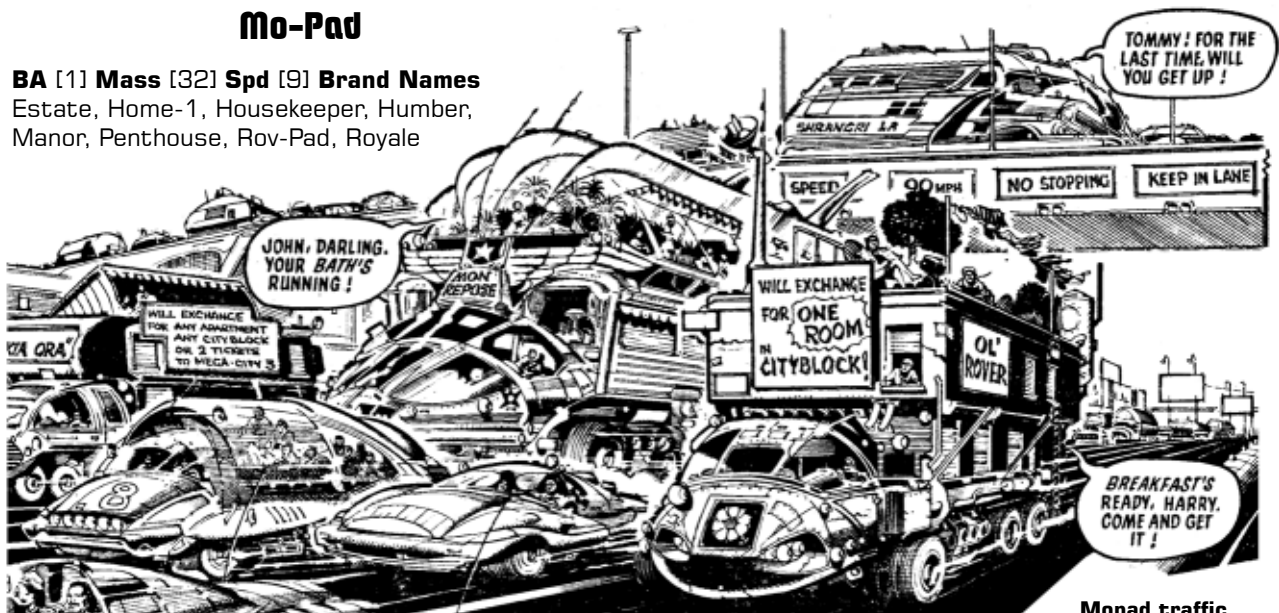
BA [1] **Mass** [64] **Spd** [8] **Brand Names** Bronto, Hercules, JCD 344, JCD 500, JCD 939

Roadster

BA [1] **Mass** [8/12] **Spd** [11] **Brand Names** Blur, Fireball, Quadroturb, Speed Demon, Slabstreak, Type-Z

Mo-Pad

BA [1] **Mass** [32] **Spd** [9] **Brand Names** Estate, Home-1, Housekeeper, Humber, Manor, Penthouse, Rov-Pad, Royale



Mopad traffic



Vehicle Recognition Guide



Ground & Hover Vehicles

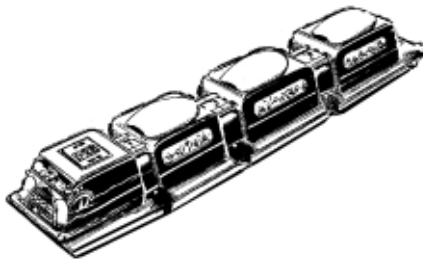


[above] **Foord Reliant hovercar**



[above] **Mo-Bank**

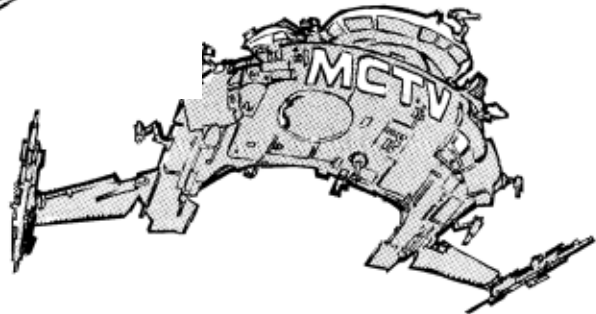
[right] **Roadliners Inc.
Chauffeur bus**



[below] **Benzler Pyramid hovertruk**



[below] **Broadcast Ship**

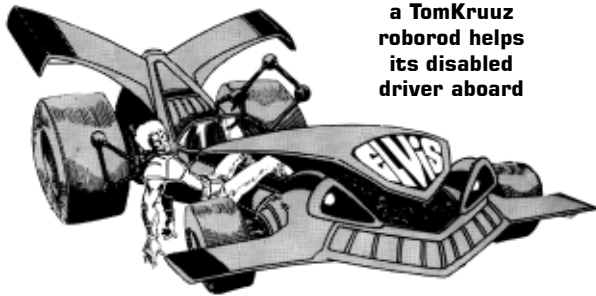


[below] **Rad-Tractor**



[below] **Mercury-Karmack
Canyon hoverbus**





a TomKruuz
roborod helps
its disabled
driver aboard

Roborod

BA [1] IQ [2] Mass [8] Spd [9/11] Data roborods are vehicles from both slabster and roadster lines modified in the factory to accept a robot brain, acting both as companion and co-driver for the owner. Roborods are popular amongst long distance drivers, providing instant traffic updates, a verbal interface with the Megaweb and can take over the wheel when the driver gets tired **Brand Names** HappyGo, Smartywheels, TomKruuz

Secur-O-Pod

BA [4] Mass [16] Spd [9] Data these armoured trucks are designed to carry valuable goods safely along Mega-City One's dangerous roads. Their armoured hull makes them virtually impregnable to all but vehicle-mounted heavy weaponry **Brand Names** Booty-Duty, Go-Vault, Guardian, NoRisk, Shield, VanGuard

Sky Rail

BA [1] Mass [32 per car] Spd [11]

Sky Truk

BA [1] Mass [16/32] Spd [9] Brand Names Bull-rush, Kristofferson, McMurphy, TransSteer



McMurphy

Slabster

BA [1/2] Mass [8/12] Spd [9] Brand Names Ares, Bender, Garbo, Gemini, Liberty XX, Lifestyle, Macro, Off-Megster, Sightseer, Steed, Trendo, Vacation

Strat-Bat

BA [3] Mass [32] Spd [14] Weapons variable - if any **Data** strat-bats are atmospheric flyers with many functions, equally able to accommodate cargo or pas-

Vehicle Manufacturers

The following represent the most common manufacturers of vehicles on the roads of Mega-City One; there as just as many more that exist but do not enjoy the same popularity or exposure

Armoured Truck Company, JCD, Karmack, Roadliners Inc. vans, trucks, hovertankers and plant machinery

Bad Company custom built battletanks for the civilian market; outlawed in Mega-City One barring Citi-Def products

Red Baron Ruhr Conurb hover vehicles, renowned for their precision engineering and sleekness of design

Classic Carriages manufacturer and retailer of kit-uilt antique ground and air vehicles from the early Twentiethth Century to the early Twenty-First

Benzler, Foord, General Slabsters, Freeway, Hoverbeam, Mercury, Nirvana, Oostin, Trinity, Zeitgeist manufacturers of ground and hover vehicles for the civilian market. Benzler and Zeitgeist are German companies, Freeway is Pan-African, a division of Mandela Motors. Trinity [of Vatican City] sells

but one model in the Americas, the obscenely expensive Holy Roller, a ten-wheeled roadster

Harley Farley legendary street bike manufacturer

Digby Motors, Hulton, Ped-Power Brit-Cit companies established in the Mega-City One market for two decades, their position strengthened over that of other European competitors in the wake of the Paris Crater Trade Conference of 2123

Hensi Corporation, Krapasaki, Otomo Hondo City ground and hover civilian vehicles; the latter two specialise in street bikes, an ever vibrant market

Chowder Boards, McNeil, O'Connell Enterprises powerboard manufacturers; limited market appeal outside the 'sunshine' cities

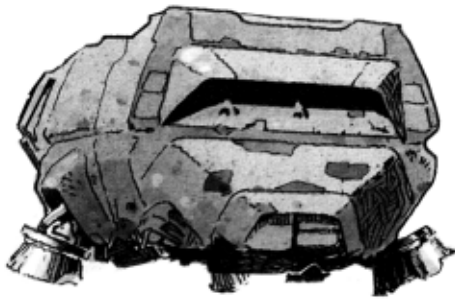
StigCorp Oz mega-corp with factories building every type of vehicle imaginable, from ground and hover to deep space cruisers



Vehicle Recognition Guide



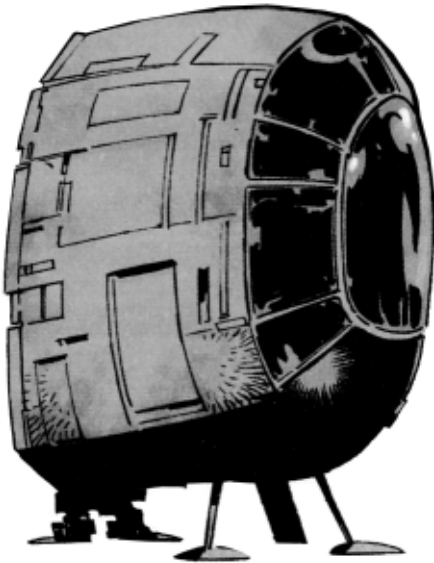
Ground & Hover Vehicles



[left]
Karmack Drekshtifter
garbage truck



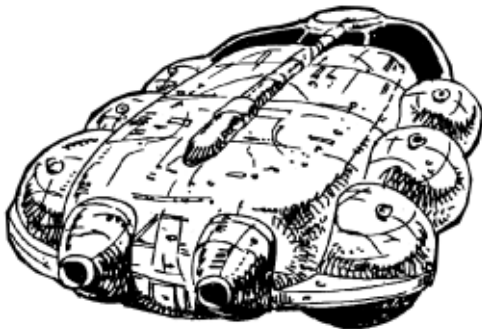
[right]
Hoverbean
Rapier



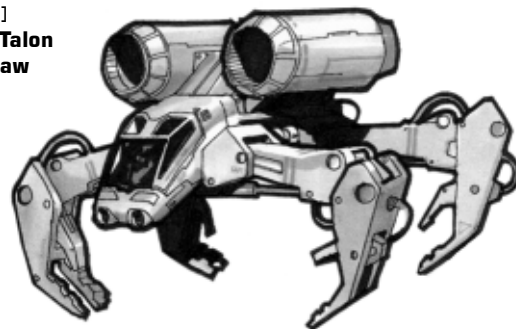
[left]
Red Baron Missile
hovertruck



[right]
StigCorp
Egg hoverpod



[left]
Benzler 2118 Camel
hovertanker



[right]
Karmack Talon
hoverclaw

sengers at short notice thanks to automatically reconfigurable internal compartments. The strat-bats owned by Mega-City One must cross the Cursed Earth to reach Texas City and other lucrative destinations, braving the circuit frying effects of the Death Belt **Brand Names** Belter, Challenger, Cloudskipper, Crosswind, Paladin, Pan-Rad, Storm Eye

Stratocruiser

BA [2] **Mass** [32/64] **Spd** [12] **Weapons** variable - if any **Brand Names** Circus, Journeyman, Monarch, Silver Cloud, Turbine-X

Street Bike

BA [1/2] **Mass** [5/6] **Spd** [9/12] **Brand Names** Blaster, Bullet, Coolstreak, K-9000, HF-2000, Roadblitz, Road Trip, Streetgawk, TD-4

Tando-Chop

BA [1] **Mass** [6] **Spd** [7] **Brand Names** Easy Rotor, Hummingbird, Ringleader, Valentino

Truks

BA [1/2] **Mass** [8/16] **Spd** [9] **Brand Names** Box Clever, Courier, Drekshifter, Elevator, Hard Shoulder, Pyramid, Mammoth, Missile, Roadtrain, Strongman, U-Freight-Eez

Mammoth



Zipp Board

BA [0] **Mass** [1] **Spd** [6] **Brand Names** Hip-Hov, Zipp-2

Zoom

BA [1] **Mass** [32 per car] **Spd** [13]

Robot Manufacturers

An incomplete list of the most well known companies

Biddibiddi entertainment models such as robo-clowns, casino mobiles and sex meks

Bond Street Brit-Cit android tailor

British LeyMek pushes top of the range models into the Mega-City market

Commode static computer systems such as home comp/tri-d decks, Megaweb suites and office networks. Supplies the Justice Department with station terminals

Cybo-Comp venerable but visibly outdated in today's fast developing market. Gained notoriety for designing the 'faultproof' K-series robot that turned violently renegade during the First Robot War. Sales have failed to fully recover

Hondai Hondo City robotics corporation attracting Mega-City one sales for designs with no local comparison, such as encephalo-enhancements, biomechanical fusion and military grade war robots

Jonson, Serve-U-Well, Singer, Unidroid servo-droid specialists

Lethal Response Inc security robots for home and industry

Moderna Robots robots for the civilian market, home and small business

Tekbot construction robot manufacturer

Robots

Assassin Robot

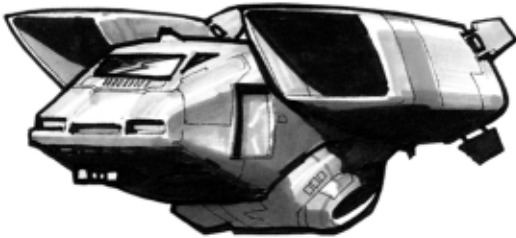
BA [2/3] **IQ** [1/2] **Mass** [6/12] **Spd** [3/5] **Str** [4/8] **Weaponry** assassins droids can be fitted with any two weapons combinations [pistol/rifle/mini-mssile launcher] **Models** Assassinator, BlackFate, Blitz-Bot, DeathsHead, GunShark, Hitmek, Kil-1, KTT12, Laser Eraser, Nemesis, Reaper, Serial Killer



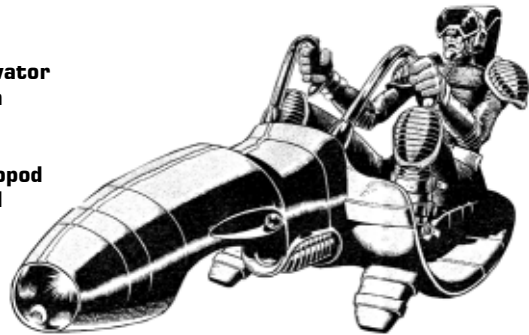
Vehicle Recognition Guide



Ground & Hover Vehicles



[left]
Mercury Elevator
hovervan

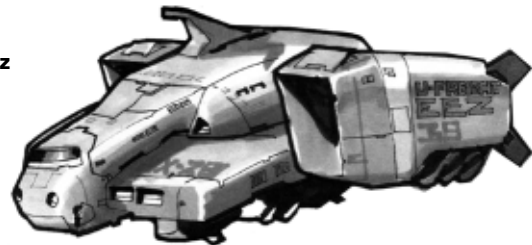


[right]
Nirvana Omopod
hoverpod

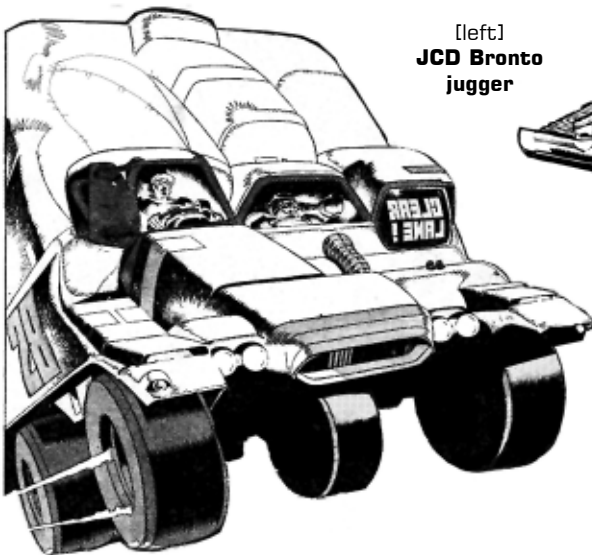


[left]
Ford Flamingo
(hovertaxi
conversion)

[right]
Nirvana
U-Freight-Eez
hovertruk



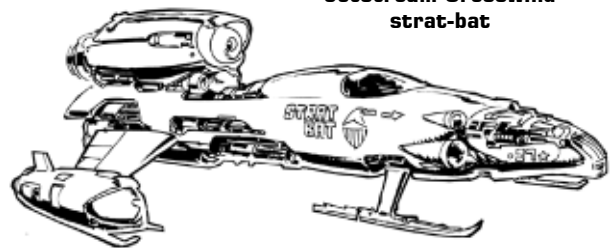
[below]
Freeway Planet
hovership

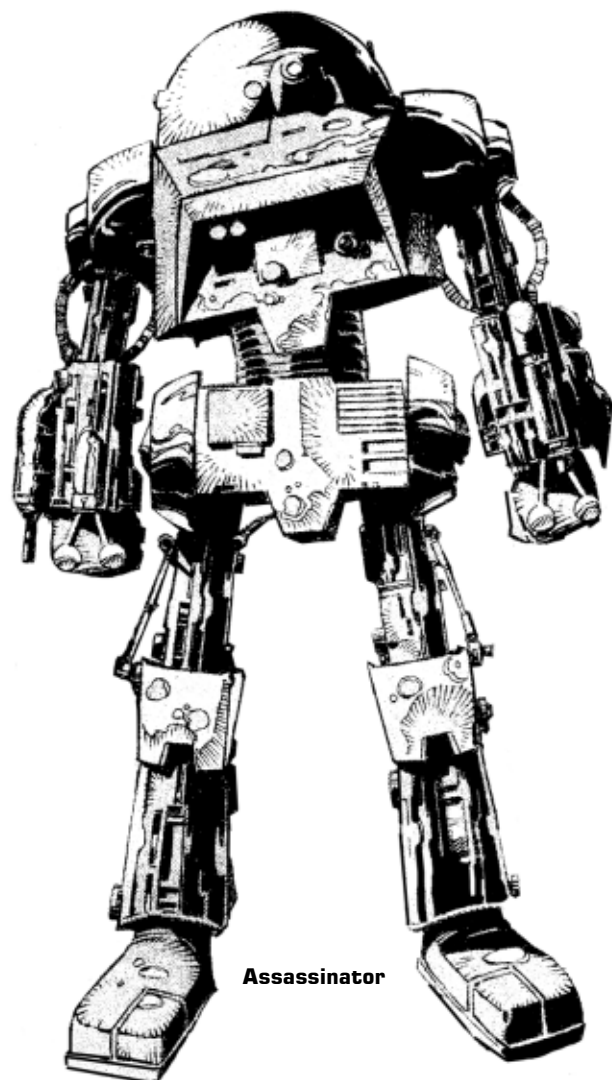


[left]
JCD Bronto
juggler



[below]
Jetstream Crosswind
strat-bat





Assassinator

Construction Meks

BA [1/3] **IQ** [1] **Mass** [16/128] **Spd** [3/5] **Str** [8] **Weapons** cutting laser [e4/16], wrecking ball [5/32] **Models** Block Smasher, Heavy Metal Kid, Monsteroso

Robodoc

BA [1] **IQ** [2] **Mass** [4] **Spd** [2] **Str** [2] **Weapons** laser scalpel [e1] **Equipment** mini-blood bank, surgical tools, thermal imager **Models** Finley, Mk IX, SafeHands, SurgiLux

Robodog

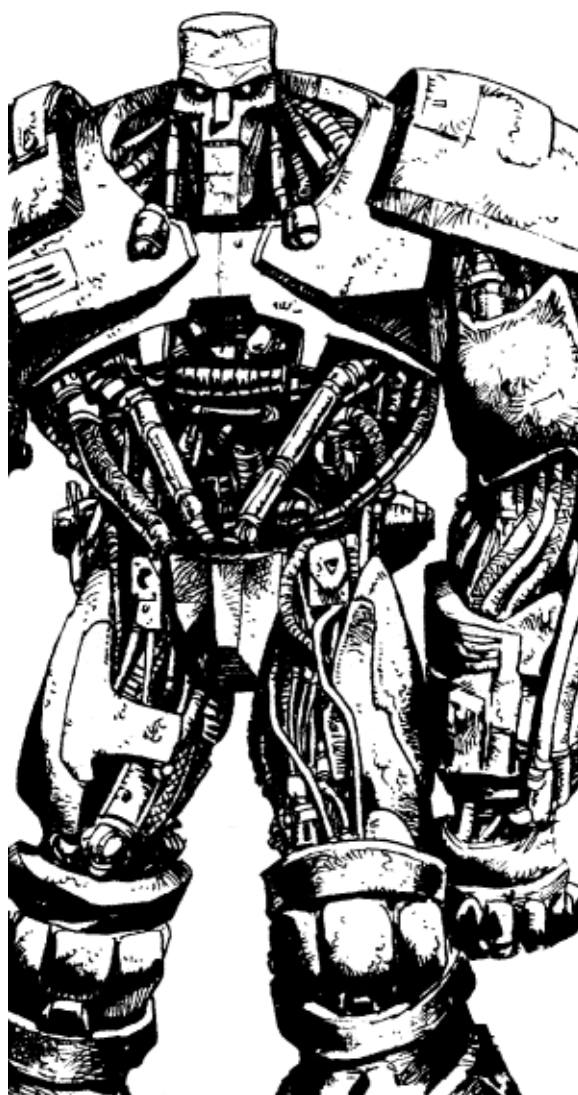
BA [1/2] **IQ** [2] **Mass** [3/5] **Spd** [2] **Str** [2] **Weapons** x **Models** Chrome Chum, Fid-O, Defender, Homewatch, Mean Mutt, Ro-Ver

Servo-Droid

IQ [2] **BA** [1/2] **Mass** [3/6] **Spd** [2] **Str** [3] **Models** Charles [domodroid], D-2000-AI [domodroid], 4A Multi-dom [domodroid], Henry VI [doormek], RU12 [domodroid], Norman Mk2 [domodroid], Silver Service 14 [domodroid], SR1400 [bank manager], TK Mk II [GP]

Fighting Robot

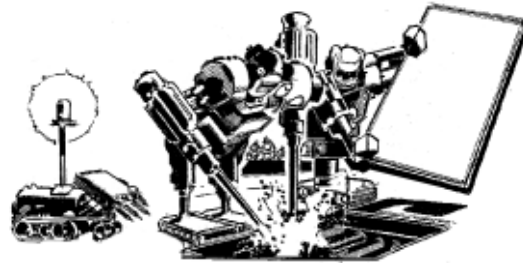
BA [1/4] **IQ** [1/2] **Mass** [6/32] **Spd** [2/3] **Str** [7/8] **Models** Bully-Bot, Destructor, Lightning Conductor, Ro-Boxer, TerroRAM, Whirlwind



The above Atom War robot has been restored and modified to take part in gladiatorial combat inside illegal roborenas



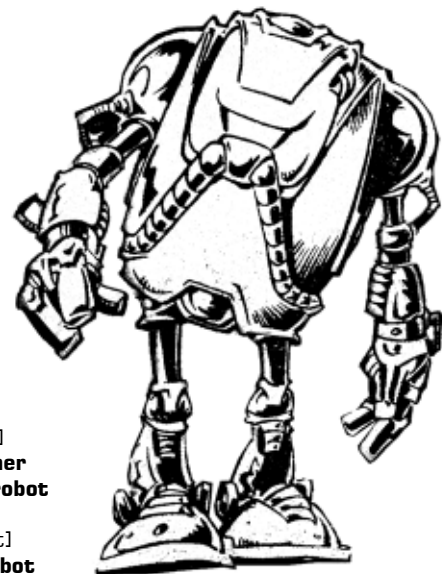
Robot Recognition Guide



[above right]
Clean-Up Crew

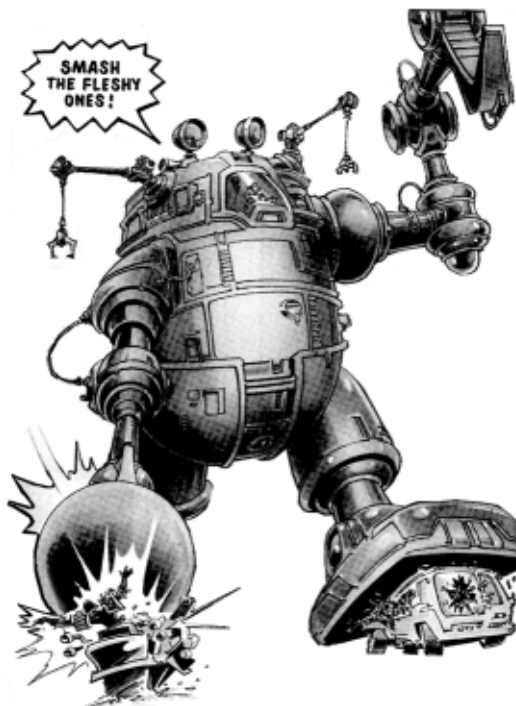
[left]
Labour Robots

[right]
**TK MkII
GP Robot**



[below left]
**Block Smasher
construction robot**

[below right]
Wrestling Robot



NEW MATERIAL

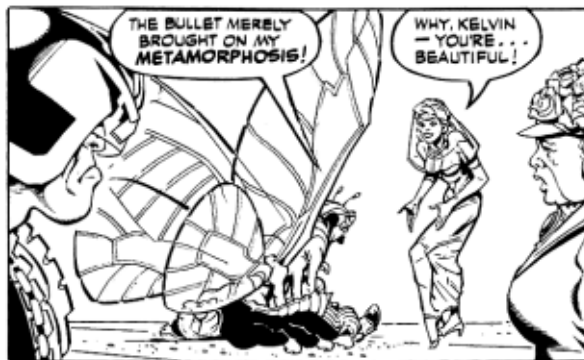


Alien Races

Mega-City One is a popular tourist attraction despite its notorious reputation as 'the most dangerous city on earth'. Not only do visitors of all nationalities seek out the Big Meg, but extraterrestrials stop by for a taste of danger. Like all tourists, aliens bring their natures with them, some good, others bad. Immigration Division screens all arrivals, and Street Division is taught to deal quickly with dozens of 'threat species' that have eluded customs detection, or whose abhorrent natures were unknown at the time of their arrival. The following section details the more well-known or infamous alien races to have appeared within Mega-City One's borders

Flutterflap

Car [2/3] **Gun** [2/3] **Hed** [2/3] **HtH** [2/3] **IQ** [3/4] **Psi** [0/2] **Spd** [2/3] **maggot**, [3/6] **winged** **Str** [2/3] **Tek** [2/4] **Rap Sheet** flutterflaps are a metamorphic species, dividing their life cycles between a maggot phase and a final, winged transformation, similar to that of butterflies. While in their maggot stage, flutterflaps take on low risk employment

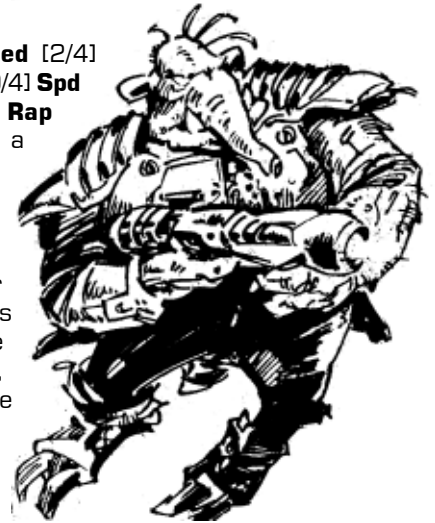


such as clerical and accounting work, altering the colour of their skin to mimic a biz-suit design. At approximately sixty years of age, the flutterflap sheds his maggot skin and emerges as a bearded midget with gossamer wings. Flutterflaps treat this time of their lives as retirement and leave Mega-City One for warmer and more relaxed localities such as Oz and Emerald Isle

Grall

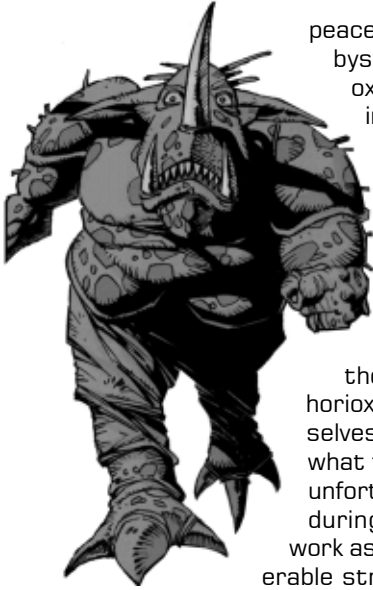
Car [2/4] **Gun** [2/5] **Hed** [2/4] **HtH** [2/4] **IQ** [2/4] **Psi** [0/4] **Spd** [2/4] **Str** [4/6] **Tek** [2/5] **Rap Sheet** the gralls are a

mercenary species that takes sadistic pleasure in its brutal work, enjoying the opportunity to test new and ever more exotic weapons against its enemies. The gralls work in pairs, dressing alike to denote their partnership. The grall species originated on Muckraker, a garbage planet where the gralls fed on the refuse of a thousand other races. By hunting representatives of their 'benefactors' down during the course of their work, the gralls are finally getting their own back on those who used to dump on them



Horiox

Car [2/4] **Gun** [1/4] **Hed** [2/4] **HtH** [1/3] **IQ** [2/4] **Psi** [0/2] **Spd** [3/4] **Str** [6/8] **Tek** [2/4] **Data** the Horiox's horns cause Dam 2 goring injuries against their enemies, though few Horiox are aggressive enough to ever think of attacking anybody **Rap Sheet** the horiox are an immensely strong and



peaceful race famed for its babysitting skills; half of the horiox homeworld Hore is divided into creches, catering to a the offspring of hundreds of alien commuters who drop the sprogs off and return to collect them after a hard cycle's work. The horiox are a tightly knit community, spending their entire lives among their families and friends. Few horiox leave Hore, finding themselves at a complete loss as to what to do with their time. Some unfortunates have been captured during this time and forced to work as labour slaves, their considerable strength a valuable commodity for unscrupulous space corporations

Howler

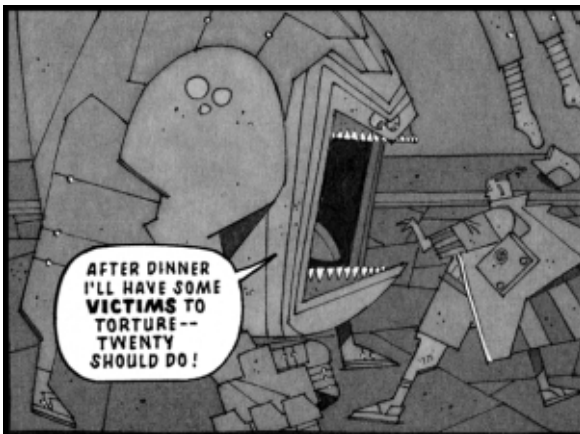
Car [0*] **Gun** [3/4] **Hed** [3/5] **HtH** [2/3] **IQ** [2/3] **Psi** [0/1] **Spd** [2/3] **Str** [6/8] **Tek** [0*] **Data** *'Pfah! The mighty howler does not bow so low as to drive or operate machinery! What do you think slaves are for, imbecile? The howler can travel by self-propelled flight through space and atmosphere without an environmental suit. Its reflexes are incredible, though the howler cannot run very quickly or very far on its stumpy legs, relying instead on its awesome vocal talent to force others into submitting to its will. A howler's voice can liquify flesh and level buildings **Rap Sheet** the howlers are immensely powerful, immensely hostile and equally stupid self-proclaimed overlords of the universe. Howlers roam the universe like angry comets, seeking a planetary population to subjugate. Once the

howler selects a planet, he crashes down to the surface and blasts his enemies with his cityblock-shattering vocal chords. Once the natives have been cowed into submission, the howler settles in at the largest and most opulent building and holds court, demanding a regular supply of natives to torture whilst endlessly declaring it's superiority to a captive audience. Howlers can be defeated by goading it into releasing the full power of its voice which proves lethal even for the howler, disintegrating its own body



Klegg

Car [2/3] **Gun** [3/5] **Hed** [2/4] **HtH** [2/4] **IQ** [2/4] **Psi** [0/2] **Spd** [2/3] **Str** [5/7] **Tek** [2/4] **Data** the klegg's great jaws [Dam 2/4] can bite through armour plating and their powerful three-fingered hands [Dam 1] make excellent edged weapons; klegg scales [BA 1] provide a high level of natural armour **Rap Sheet** the kleggs are a warrior species of vicious, carnivorous reptiles, constantly battling with their neighbours. Kleggs are vicious and brutal fighters. Before a battle, kleggs work themselves into a berserk frenzy by chanting their terrible war cry 'Klegg Haiii!' Typical klegg tactics involve charging towards opponents, blasting and tearing at flesh and armour until resistance ends





Klegghound

HtH [4] **Psi** [1] **Spd** [7] **Str** [7] **Data** klegghounds have powerful jaws [Str 4] designed to hold their prey firm, followed by a rapid series of violent shakes and jaw snappings to break the body up, allowing the beast to swallow it. Klegghounds have a keen sense of smell and can track their quarry over many miles from the smallest of olfactory traces **Rap Sheet** klegghounds are savage reptilian quadrupeds used extensively by klegg mercenaries to rout enemies of capture those valuable to the klegg war effort

The Klegg Empire has a hereditary authority structure; the title of emperor is passed on to the old leader's most vicious son – in theory. In practice, the biggest and strongest warlord will assassinate any emperor found to be wanting and take his place. The old emperor's family and retinue are either killed or are exiled from the empire and forced to wander the galaxy as mercenaries. These mercenary groups are regarded with utter contempt by Imperial Kleggs, dismissed as 'soft' and 'flabby' and unworthy of the Klegg name

Klegg forces use a wide variety of equipment. Most carry fighting knives [dam 2, sca 2], large enough to be regarded as swords by humans. Assault troops and mercenary squads wear armoured space suits [pro 3] and are equipped with jet packs [spd 7]. Klegg transports are constructed by slave races. The klegg empire occupies a vast area on the border of human occupied space. At one point, the Imperial kleggs had an uneasy alliance with the Sino-City Space Programme, establishing a series of space forts

Lunk



Car [1/3] **Gun** [3/4] **Hed** [2/4] **HtH** [3/4] **IQ** [2/4] **Psi** [0/3*] **Spd** [2/3] **Str** [5/7] **Tek** [2/4] *lunks are trained by their tribe elders to develop a psychic rapport with their rowlls **Rap Sheet** the lunks are a race of bounty hunters from the planet Kull. The typical lunk is muscular and seven to eight feet in height with thick, olive green fur, a black mane of hair covering its head and a vaguely apelike build. Lunks spend their entire adult lives hunting quarry across the universe accompanied by a pack of loyal rowlls. Lunks field an awesome collection of weaponry and equipment; many a quarry has surrendered out of sheer fright at seeing the huge alien lumbering towards them, swinging its huge battle axe in one hand and holding back a pack of snarling rowlls back with the other. Despite their physical prowess, lunks are not especially bright and have very short tempers, easily baited into making rash and foolish judgements

Rowll

HtH [4] **Psi** [3*] **Spd** [7] **Str** [6] *rowlls are psychically bound to their lunk master **Rap Sheet** rowlls were domesticated by the lunks and

are used as hunting animals, unleashed to track their quarry by the smell of his fear. Rowlls are trained not to kill their prey but to hold in their powerful jaws until their lunk master can arrive to institute more permanent bonds. Rowlls and lunks share a psychic bond allows the beast to respond to basic telepathic commands

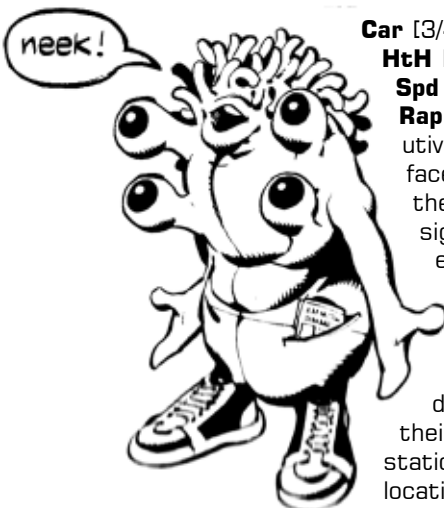
Mophioso



Car [2/5] **Gun** [2/4] **Hed** [2/4] **HtH** [2/4] **IQ** [3/5] **Psi** [0/3] **Spd** [2/3] **Str** [2/3] **Tek** [2/4] **Data** mophioso can fire electrical charges from their hands [e1/5], or radiate a smaller charge [e1/2] from their whole body like a personal force field. Dousing a mophioso with water reduces all its facets by 2 ranks for 1-10 minutes minutes **Rap Sheet** the mophioso are a race of keenly intelligent intergalactic gangsters who use their intellects to muscle in on enterprises

they would like to control. When subtlety fails, the mophioso resort to discharging electrical bolts from their hands, capable of frying a gang of enemy mobsters with one sustained burst. The mophioso are energy feeders and gain nourishment from raw electricity, which they absorb in the manner of organic capacitors before employing for attack or defence. Despite their powers, the mophioso are vulnerable to a good splashing from water that short circuits their nervous systems, leaving the mophioso dazed and confused

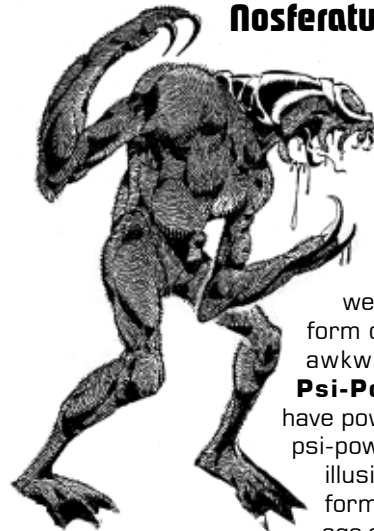
Neek



Car [3/4] **Gun** [1/3] **Hed** [2/5] **HtH** [1/3] **IQ** [3/7] **Psi** [0/2] **Spd** [2/3] **Str** [1/2] **Tek** [3/7] **Rap Sheet** neeks are diminutive aliens with cute little faces and squeaky voices; they are also expert designers and manufacturers of weapons of mass destruction. The neeks take on contracts to build arms for dozens of galactic dictators, constructing their wares aboard space station workshops in secret locations before warping to

their clients and delivering the finished goods. The neeks, secretive by nature, go unrecognised by the galaxy at large and are often treated with derision by bullies for their small size and harmless appearance

Nosferatu



Car [2/5] **Gun** [0*] **Hed** [3/5] **HtH** [3/4] **IQ** [2/3] **Psi** [3/5] **Spd** [2/4] **Str** [4/5] **Tek** [2/3] **Data** *nosferatu cannot use firearms and melee weaponry in their true form due to their hands' awkward construction **Psi-Powers** nosferatu have powerful, short range psi-powers. They can cast illusions over their real form, based on the image of another; they are

invisible to human psi-scans, and can mesmerise others of a weaker will. The nosferatu can create thralls, loyal servants, to find food for it, by injecting them with just enough venom to 'melt their will' **Rap Sheet** The nosferatu are a race of predators with eyes and feeding apparatus identical in function to those of spiders; the nosferatu is, however, capable of killing human-sized life forms, injecting their bodies with digestive enzymes [dam 1 per minute of continuous injection], turning muscle and bone into tasty soup so that the nosferatu can suck the victim dry. Nosferatu are extremely religious and make their kills in the name of their god Ragnos. Hunted to near extinction on their homeworld of Garlokk, the nosferatu have fled and now roam the galaxy where they can feast free from detection

Garrhound

HtH [3] **Psi** [2] **Spd** [6] **Str** [5] **Rap Sheet** the garrhounds are bred by the Garrs of Garlokk to hunt Nosferatu. They are tuned to the negative psychic emissions radiated by Nosferatu and can catch a 'scent' from several miles. Police agencies suspecting they have a nosferatu on their patch waste little time is summoning a pack of garrhounds



Phart

Hed [4] **IQ** [3] **Psi** [3] **Spd** [7] **Rap Sheet** silent and deadly, the phartz are a race of intangible parasites from the Gurk Gas Cloud. Phartz are gaseous and cannot operate technology or exert physical strength. They manipulate their environment by possessing the bodies of corporeal life forms [psi vs. psi]. The phart enters its host body though it's orifaces and settles deep in the brain. A phartz' presence can easily be detected by a strong odour of methane that some describe as 'eggy', hanging in the air long after the phart has departed. Phartz gather in colonies ruled by a gigantic queen phart, aka the 'Slinky One'. At the time of the Great Blow Off - when the queen phart is ready to subdivide into thousands of baby farts - her subjects gather in their host bodies to protect her. Phartz are immune to damage inflicted by physical weapons, but their gaseous nature renders them helpless in the presence of fire and explosives [reduce IQ instead of Str when calculating effects of energy attacks against pharts]



Raptaur

Gun [0*] **Hed** [6/8] **HtH** [7/8] [8] **IQ** [2/3] **Psi** [2/5] **Spd** [7/8] **Str** [7/8] **Data**



*raptours do not use firearms or any weapon other than their natural armoury. Raptours can make themselves invisible to psi-scans and all sensor equipment at will. They have x-ray vision, prehensile tentacles that inject a temporary paralysis poison [Dam st3], and a hypnotic gaze [Psi 4]. Raptours can be injured only by sonic weapons or nuclear strikes! **Rap Sheet** the raptaur is a killing machine that even the toughest of the tough prey they will never have to face. The raptaur is built for the kill, its strong and sleek body knifing through the air, its talonlike fingers snapping in anticipation of bloody slaughter. Raptours feed off chemicals found in the brains of most humanoid life forms by slicing open the skull with talon or fang and sucking out the juices with a rasping tongue. Raptours are extremely hard to control, but some have been successfully conditioned to serve as assassins for intergalactic mobs. The raptaur homeworld is unknown and the only raptours to have yet been encountered are solitary specimens

Snurrd Beast

Car [1/5] **Gun** [1/4] **Hed** [2/4] **HtH** [1/3] **IQ** [2/6] **Psi** [0/1] **Spd** [2/4] **Str** [2/5] **Tek** [2/6] **Data** flight [Spd 7], fire breathing [f1/2, Ran s] **Rap Sheet** the snurrd beasts of Golem 9 are humanoid and reptilian with forked tails, leathery wings and have the ability to breathe fire, but otherwise they are quite amiable and encountered widely across the galaxy in a variety of roles. Until recently, snurrd beasts were welcome in Mega-City One until it was discovered that their normal mating rituals culminated in the ritual slaying of the female. The judges refused to tolerate what was technically murder and added the snurrd beasts to their list of prohibited species

Stookie

Car [1/3] **Gun** [1*] **Hed** [1/3] **HtH** [1*] **IQ** [2/3] **Psi** [0/2] **Spd** [1/3] **Str** [1/2] **Tek** [1/2] **Data** *Stookies are pacifist to the core and are incapable of using weaponry, or fighting **Rap Sheet** the stookies are a relatively primitive species, gentle and good of heart, originating from the Stookie system. They have sadly been targeted by slave traders for the liquid treasure that they naturally manufacture as an antioxidant in their adifax gland. This chemical, discovered in 2059, can rapidly reverse aging in humans by a decade a tablet, making the stookie



an instant target for stookie glanders everywhere. Despite the ban on stookie glanding in 2060 after recognition that the stookie are an intelligent species, the stookie glanding industry boomed. Captive stookie are bred in farms where, at maturity, their adifax glands are removed, killing the stookie. The Cursed Earth and South-Am are home to several stookie farms

Uqqan



Car [2/3] **Gun** [2/3] **Hed** [2/5] **HtH** [2/3] **IQ** (3/5) **Psi** [0/1] **Spd** [2/3] **Str** [2/3] **Tek** [2/5] **Data** Uqqans' bodies are full of gas which makes them near-impossible to drown, though many of the Uqqan's enemies still try! **Rap Sheet** the squat Uqqans own a wealthy intergalactic business - the Uqqan Extractory, mining and shipping valuable ores: '*Nothing's too Heavy, nothing's*

too Smelly!' is the Uqqan motto. Centring on the homeworld of Uq, the Uqqan Extractory has long-standing trade relations with dozens of planets in the Milky Way, Earth included. Mega-City One, Texas and Uranium Cities, East Meg Two and Megaheim all regularly trade with the Uqqans. When off-duty, the Uqqans enjoy a tankard of macmac and a vi-tri, a violent movie depicting real life obscenities perpetrated by the galaxy's biggest bastards. Uqqans revel in physical torture and blood-letting, enforcing a violent form of crime control on Uq. Some observers would comment that it is the twisted Uqqan psyche that makes them such brilliant businessmen. The Uqqans will sometimes let their violent streak get the better of them in public, attending executions, or egging on street fighters

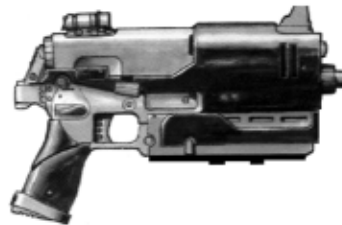
Equipment

Blaster Buddy

The ASP 400 Active Support Weapon was a handgun developed in Texas City equipped with a computer brain that provided moral support and tactical guidance for its user. A small number of ASPs were smuggled into Mega-City One, but were soon recovered by the judges. However, the weapon's computer element was copied in advance and can now be bought on the black market for interfacing with modern weaponry. Consider the blaster buddy to have the same statistics as a normal handgun

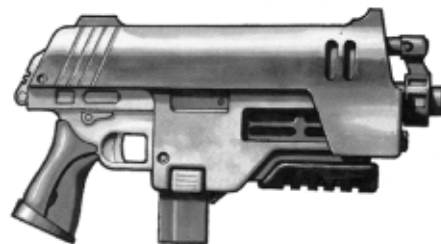
Auto Hand Blaster

The KK44 is a 'smart' weapon developed for off-world military sorties. A tiny onboard computer can fire the weapon independently of the user. The auto hand blaster makes the perfect miniature sentry when affixed to a pocket tripod and can anticipate its user's 'kill', firing a millisecond ahead of the actual trigger pull [+1 to initiative draws]



Multiblaster

The Slaymaster Multiblaster is the criminal's response to the judge's Lawgiver, a pistol capable of firing standard execution, armour piercing and high explosive rounds. The multiblaster is at the top of the Justice Department's gun control list and hence not widely available, reserved for top blitz agents and big league terrorists



Nightmare Gun

The nightmare gun was developed by the neeks for use as a torture device by the Ard Dictatorship of the Feistos system. While the shipment of guns was in transit to Feistos, a band of grall space pirates hijacked the vessel and stole the entire consignment. The nightmare gun has now become solely associated with the grall, though copies have made their way into the Milky Way and to Earth. The nightmare gun delivers a low frequency sonic wave, upsetting the brain function of carbon-based life forms, bombarding their minds with terrifying images from their subconsciousness and leaving the target a quivering mass of nerves. The nightmare gun inflicts Dam 1 [Hed] every half minute of exposure, cumulating until the victim's Hed reaches 0, whereby he dies of fright. For each thirty second period the victim can make a Hed vs. the nightmare gun's aggro factor of '4' to resist the gun's effect; each time he fails the draw, the victim's Hed facet drops by 1 rank until he cannot mount a mental defence. Should a nightmare's beam be broken or diverted before the target is killed, he will recover his faculties in a number of minutes equal to the amount of Hed damage sustained

Snipe-Safe

This unusual weapon does the gunner's job for him, targeting and firing on his command. The snipe-safe projects a pinpoint laser capable of cutting through BA 2 body armour for a clean kill with minimum 'splash'. Snipe-safe can be easily concealed to resemble an everyday object and be fired without having to compromise its cover. The weapon automatically hits any object it is aimed at and can fire two dozen charges [Dam 4], before running permanently dry. Snipe-safe is manufactured by KillCo, a new fringe business selling to clients by Megaweb order only, receiving payments through a Mongolian Isolation Zone account

Stupid Gun

Professor Keefer's last discovery was the neuro-pattern dissembler, a device that could permanently erase all the information contained in another's brain. The purpose of this

device was top secret, but the project came unstuck when Eck Muttock, a teenager, came working for the professor as a lab hand. Muttock found the dissembler and accidentally fired it at Professor Keefer. Muttock went on the run with the 'stupid gun', blasting everybody who obstructed his flight. Eventually, the stupid gun was stolen by the underworld and used to start a mob war, but the judges averted the crisis and the stupid gun held in Mega-Labs for safekeeping. A refined version of the stupid gun - the neural extractor [or 'nutjob'] - crept onto the black market, a weapon capable of copying another's memory and imprinting it temporarily in another's mind so that they could enjoy the fruits of another's knowledge, or learn incriminating personal evidence

Miscellaneous

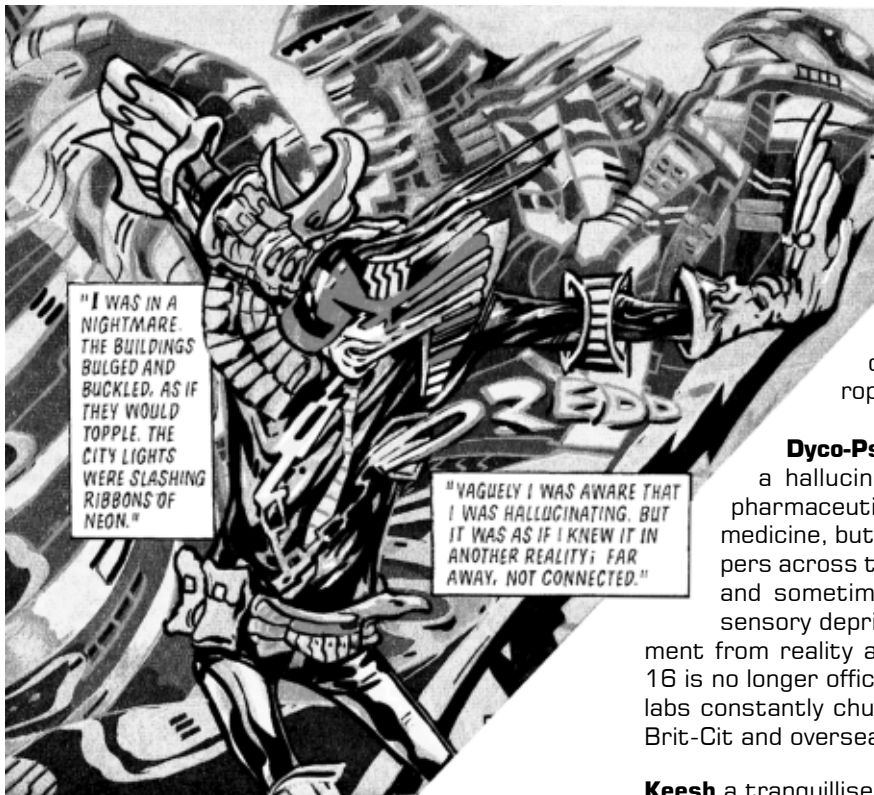
Drugs

Mega-City One, like most urban centres, cannot fully halt the illegal importation of illegal substances. Such contraband enters these cities through too many channels to be successfully interdicted and few governments have the finances or manpower to give the issue the attention it deserves. The following section describes a sampling of illegal drugs common in the Twenty-Second Century; it is by no means intended to be regarded as a complete list. The Chief is encouraged to devise his own exotic drugs

Drug Rules each drug has an addiction number [the potential for habitual users of the drug to become addicted], followed by a withdrawal number [value to exceed if character wishes to 'beat' his addiction]. For both actions, the character must make a Hed vs. addiction/withdrawal value opposed draw to become addicted, or defeat the addiction. In some instances, the character may be unable to escape his addiction without medical treatment. As with any chemical intake, all of these drugs will kill the user if he should overdose

Adifax a serum derived from the glands of the stookie alien race with the remarkable effect of reversing the aging process in hu-





mans, returning the elderly to the biological prime of their lives. Adifax is produced in secret farms scattered throughout the Cursed Earth and smuggled globally. Due to its high production costs and limited availability, adifax is only available to the more financially well-disposed citizens. Each adifax tab takes ten years off the user; the effect lasts 1-2 weeks, slowly fading during that time. An overuse of adifax - the user takes enough to regress back to infancy or prior state of being - will kill the user [a4/w8]

Brainwipe narcotic inducing euphoria and sleepiness in users, effective in high doses for pain relief. When used to treat injury, the character can block out pain sensations even though his body suffers all the hardships of the injury. The effect of Brainwipe lasts for 1-10 minutes multiplied by the character's Str rank before the character must recognise the full extent of his injuries and suffer all game-related penalties; losses of organ or appendage function during that period take their toll regardless of the brainwipe. Prolonged brainwipe usage affects the user's memory, first short-term, followed by total and irreversible amnesia in long-term cases. Brainwipe is produced in the Viet-Camb and distributed globally by the stani-states [a4/w6]

Chowder highly addictive stimulant that creates

feelings of energy, confidence and stamina. Chowder was developed in the aptly named chowderville along the southernmost tip of Africa. Though the narcotics division of the Pan-African Justice Department has recently attacked chowderville, manufacture of chowder survives elsewhere in the African south and in deepest Europe [a8/w9]

Dyco-Psycho 16 [see picture opposite] a hallucinogenic developed by Brit-Cit pharmaceuticals for use as a psychiatric medicine, but lately widely popular with trippers across the world. The drug causes wild and sometimes frightening hallucinations, sensory deprivation and a sense of detachment from reality and time. Though dyco-psycho 16 is no longer officially produced, lowstreet drug labs constantly churn out new batches for illegal Brit-Cit and overseas consumption [a3/w2]

Keesh a tranquilliser pioneered in Euro-City. Originally hailed as a miracle of modern nervous disorder medication; keesh reduces the user's Str and Hed by 1 to 2 ranks depending on the dosage. Keesh was soon used by the very doctors who prescribed it and was removed from sale while a less potent version could be designed. Keesh's 'recipe' was sold to Ciudad Espana drug dealers who have amassed a huge fortune from keesh sales [a3/w4]

Stanimene a stimulant developed for athletes and body-builders to increase strength and endurance. Stanimene boosts physical attributes at the expense of mental capabilities. Athletes used stanimene during the 2108 Mega-Olympics, bringing the drug into global notoriety. Athletes in training and Russell Muscle wannabees are typical stanimene addicts. In game terms, stanimene increases a human's Spd and Str by 1, to a maximum of 6. Stanimene does not function in non-human metabolisms [a4/w4]

T-Red grants a feeling of strength and power [+1 Spd & Str, maximum 7], coupled with freedom from guilt and fear [+1 Hed]. Overuse causes unpleasant side effects such as small patches of hard black scales forming along the skin and a tendency to go futsie. Habitual t-red users can be identified by their increased need for protein, preferably undercooked meat. The awful truth behind t-red is its point of origin: distilled Tyrannosaurus Rex blood!

T-Red uses a genetic blocker to deactivate the more harmful genetic effects, but, as with many street drugs, quality control is not a constant concern among dealers; some batches go out partially blocked, or not blocked at all [see the Rex Peters entry on p45 for details of a character exposed to pure t-red] [a4/w7]



Umpty the world's most addictive drug. Originally created quite innocently as candy flavouring by Uncle Ump of Mega-City One, Uncle Ump's Umpty Candy transformed all who ate it into instant addicts. Uncle Ump's brand of candy was banned in Mega-City One, but the Jong crime family stole the formula and turned Umpty into a global industry [a8/w8]

Zapp among the newest of the so-called 'super drugs,' substances derived from the human body's own secretions for fast absorption into another. Zapp's primary ingredient is adrenaline, harvested from living humans imprisoned in adrenaline farms where they are subjected to endless images of pain, torture and shocking violence to stimulate adrenal production which is then drained through catheters into holding tanks. Zapp empowers the body, increasing coordination and endurance [+1 Spd, maximum 6 for human, 1-4 hours duration], but causes damage to the liver and skeleton in the long term. Zapp was developed in the contrabarrrios of Ciudad Barranquilla [a5/w6]

Eldster Card

The eldster card is automatically posted to all Mega-City One citizens once they reach one-hundred of age, the figure at which a human of the Twenty-Second Century, with all its medical advancements, is considered to be elderly. The eldster card grants free passage on all public transport as well as access to eldster-only lavatories [graffiti free, equipped with robo-bum wipers and automatic blue rinsers] and an hours worth of free counselling per week with a human who will sit attentively while the eldster reminisces about the last four world wars, insomnia, uncomfortable furniture and the trouble with today's juves

Electromesh

Dam [1st2] **Mass** [2 per post] **Data** a fence-sized defensive barrier used to designate the borders of private residences and mid-level security zones. A series of generator posts link to form a wall of energy

Sex Mek

IQ [3] **Spd** [3] **Str** [3/5] the dream of all who desire a sex companion without the emotional entanglement, sex meks are androids built to give ceaseless sexual pleasure with nary a headache in sight. With Silkee™ smooth synthy-skin, hair plucked from the finest Resyk cadavers, refillable lubrication circulatory system and a choice of three personality modes [besotted, domineering and shy], there is a sex mek to suit all tastes, ages and energy levels. Not surprisingly, the sex meks are one of the world's largest robot industries; the hi-quality, durocell sex meks manufactured in the Scandinavian sub-state dominate the market. A roaring black market sees reconditioned and illegally modified sex meks plying their profitmaking trade in Mega-City One's red light districts **Models** Sindee & Barbsie, 1-Knight & Russel [for the ladies]





A BLOCK OF CITIZENS

Introduction

The cast of Judge Dredd extends much further than the judges and criminals. Citizens from all walks of life have their part to play too, as supporting characters, plot devices and obstacles to place in the players' way. Judges can find informants in the citizenry, as well as points of contact and even friendly acquaintances. Criminals see the citizens as easy pickings, their soy-bread and synthibutter, a limitless supply of chumps and pushovers just waiting to be picked on, relieved of their credits and sometimes their lives

America Jara



Car [3] **Gun** [4] **Hed** [5] **HtH** [3] **IQ** [4] **Psi** [0] **Spd** [3] **Str** [3] **Tek** [3] **Rap Sheet** the child of Puerto Rican immigrants, America was named after the 'Land of the Free', an ideal that she found no longer existed under the iron rule of the judges. America spoke against the Justice Department in mega-school and

later as a student protester in support of the growing Democracy movement campaigning for the end of the judges and a return to an elected government. America became involved with a militant group called Total War that planned to blow up the Statue of Liberty as 'proof' that liberty was a thing of the past. America and her allies were trapped and executed by the judges, but America's memory lived on. Bennett Beeny, America's childhood

friend and lover, underwent a body transplant so that he could live in her body and give birth to their child! Young Ami Beeny survived her father/mother's premature death and was left homeless. She was inducted into the Academy of Law, an ironic coda to the life of freedom her mother once fought for **Game Play** most citizens are not entirely happy with the rule of the judges, but few are so motivated to do anything about it other than moan over the apartment kitchen table. Democrats such as the late America have an almost insurmountable task ahead of them as the judges will watch their every move intently, waiting for them to step over the line. Past attempts to restore democracy to Mega-City One have failed miserably, and a referendum granted to the citizens by the judges that went in favour of continued judicial government does not help the cause. This should not deter players from choosing democrat characters, pitting their wits against a cunning and dangerous opposition, fighting to rally support from their fellow citizens, evading judge narks and dealing with the underworld to acquire powerful weapons and specialised equipment - all hallmarks of an exciting and challenging campaign, bar one with a higher than average player-character mortality rate!

Banzai Battalion

Car [3*] **Gun** [5] **HtH** [4] **IQ** [3] **Spd** [1] **Str** [0] **Tek** [3] **Data** *only when driving miniature vehicles. Banzai Battalion droids are four inches in height and covered in armour plating that offers full protection against garden pest species. Banzai Battalion droids must recharge periodically or cease to function **Weaponry** pesticiser rifle [se1], flame-thrower [in1], wasp missile launcher [se1] **Equipment** body armour [BA 0], helmet radio, jet pack [Spd 5], grappling hook, parachute **Rap Sheet** Banzai Battalion are a force of miniature pest control robots sold by the hundreds to Mega-City gardeners as a means of keeping their prized greeneries in order. Each boxed set comes complete with spe-



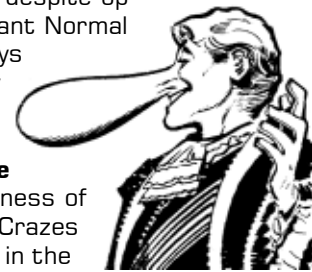
cial forces robots Sergeant Bug Stomper, Abel 1 & 2, Baker 1 & 2, Bolts [medic], Charlie 1 & 2, Big D, Shorty [refuelling droid], X-Man, Zapper and one napalm trooper, Flambo. The banzaïs deal permanently with threats to gardens such as slugs and weevils using a small but lethal arsenal of miniature weapons. One particular battalion exceeded its programming by foiling the schemes of two sets of Mega-City criminals. The battalion were field tested as minsaps, covert offensive operatives with the possibility of being commissioned for full duty status by the Justice Department. Sadly, the time was not right for the metal warriors and they were sentenced to be decommissioned. The banzaïs fled the COE compound and hid in the late Martha Fitzenheimer's garden, to be adopted by the new owner and now protect the green paradise from pests and burglars on a full time basis **Game Play** pest control robots see Mega-City One from a different viewpoint than humans, and can therefore open up entirely new vistas of play for those who fancy taking up the roles of these brave little soldiers. From the pest control robot's point of view, Mega-City One's smallest features are like hills and mountains and diminutive pests such as rats and gribbligs as big as houses. If you have read the hugely entertaining Banzai Battalion comic strip, the possibilities for both serious and comedy gaming in this sub-genre are obvious - players could spend an entire campaign in a garden shed searching for a poisonous Cursed Earth spider, fight to repel waves of seed-munching birds, or take on small-time gangs, blasting their shins into oblivion!

Citizen Snork

Car [3] Gun [2] Hed [4] HtH [3] IQ [3] Psi [0] Spd [3] Str [3] Tek [3] Rap Sheet James Fenmore Snork wanted to stand out from the masses. He set upon increasing his nose to an incredible size using hormone therapy, showcasing it on the vid-show 'Just Plain Stupid'. Snork's nose won him universal acclaim and great wealth, but it also brought him to

the attention of an unscrupulous admirer of rare and valuable commodities called the Collector. The Collector attempted to kidnap Snork so that he might cut off his nose and add it to his museum, but a fight ensued and Snork got his prize nose trapped in a garbage grinder. Judge Dredd intervened and shot off the hapless appendage before it could drag its owner to a messy death. Snork was fitted with a new, normal-sized nose, but it was not long before he was again seeking fame in the nasal arena, as a contestant in

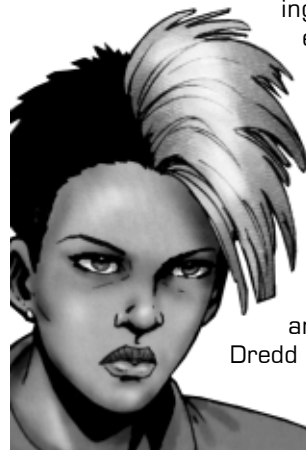
the Weirdy Show. Snork grew his second nose to humongous proportions and won the coveted title of Weirdie of the Year, despite opposition from the militant Normal Fringe. Snork once enjoys a life of luxury, fuelled by his triumph; some might say he has a nose for celebrity **Game Play** fans of the wackiness of the Rookies Guide to Crazes might enjoy competing in the Weirdie of the Year Show, or other such fringe assemblies where they can parade their abnormalities to acclaim and the chance of some big money. The Chief can mount the same opposition that Snork faced, from crackpot admirers and stalkers, to straight-laced citizens who mock or violently oppose the presence of a weirdy in their own, myopic world



Darien Kenzie

Car [3] Gun [2] Hed [4] HtH [3] IQ [5] Psi [1] Spd [3] Str [3] Tek [6] Equipment datapad, tech scanner **Rap Sheet** Darien Kenzie was chief tek at the Tech 21 research laboratory, a facility studying leading

edge dimensional sciences. Darien was refining d-jump technology when it was used as a receiving station by the forces of the parallel dimension Chief Judge Cal, a beachhead from which Cal would invade and conquer Mega-City One. Darien fled Tech 21 and teamed up with Judge Dredd to use the d-jump technology against Cal, banishing both he and his forces to a dimension.



sional hell. Dredd destroyed Tech 21 and all its dimensional technologies, ensuring that the city could never again be threatened in this manner. Darien now works at designing dimensional safeguards and detection systems, though the Pan-Dimension Sanction Law of 2123 bans any rebuilding of devices capable of actively bridging dimensions **Game Play** dimensional science, or any other leading edge technology, is unpredictable and potentially extremely dangerous, a great tool for Chiefs who want to inject total mayhem into their games. Judges or citizens may be forced to fight dimensional invaders like Cal, the Behemoth or the dark judges, or travel across dimensions in prototype vehicles to bring the law or simply explore the infinite number of inhabited spheres beyond their own dimension

Eleanor Groth

Car [1] **Gun** [0] **Hed** [2] **HtH** [2] **IQ** [2] **Psi** [0] **Spd** [2] **Str** [4] **Tek** [1] **Data** the statistics above depict Eleanor as a human-spider hybrid at the midpoint of her disease. The following statistics represent a sufferer of AGV at its conclusion, a human-sized spider **HtH** [4] **IQ** [1] **Spd** [3] **Str** [7] **Equipment** spinnerets **Weapons** fangs [poison 3] **Rap Sheet** Eleanor Groth was a happily married mother of two until she discovered abnormal hair growth across her body. A medical examination revealed the worst, that Eleanor had contracted Arachnid Gene Virus, an incredibly rare condition that would eventually transform its victim into a giant spider! Eleanor attempted to live her life just as before, but soon her bodily mutations became visible to all and her mental processes degenerated to the point where Eleanor could no longer function as a human being. Eleanor's husband shipped her out to a Cursed Earth sanatorium where a cure might be found for her ailment, but Eleanor escaped. Now entirely spider, she scaled the city wall and returned to be reunited with her family, devouring her husband before the judges mercifully put Eleanor out of her misery **Game Play** Arachnid Gene Virus is but one of many bizarre diseases spawned by radiation, chemical waste and experiments gone haywire. The drama and risk involved in facing off against Twenty-Second Century afflictions can make for tense games. Alternatively, such disease can be used as a basis for social satire or outright comedy, as was the case with the 'Fribb Enzyme' story line from the Judge Dredd comic strip, a compound that accidentally got into every apartment in Charles Darwin Block, transforming the inhabitants into monkeys!



Fergee

Car [1] **Gun** [2] **Hed** [4] **HtH** [5] **IQ** [2] **Psi** [0] **Spd** [3] **Str** [6] **Tek** [1] **Weapons** club [dam 2] **Rap Sheet** this massive, fly-infested misfit fled the law to hide in the Undercity, where his great strength and violent nature helped him survive against the troggies. Fergee came into contact with Judge Dredd and a band of judge tutors who were fleeing the forces of the tyrant Chief Judge Cal. Fergee attacked Dredd, but was defeated in hand to hand combat. Impressed with Dredd's skills, Fergee agreed to help in the overthrow of Judge Cal. This Fergee accomplished, but at the cost of his own life - he died along with Cal, both falling from the Grand Hall of Justice. A statue commemorating Fergee's brave sacrifice stands in Aftermath Square **Game Play** Undercity and City Bottom survivors such as Fergee are very useful to players who need a guide to navigate such unfamiliar territories, and a medium through which the Chief can pass on local information and clues to them. Players may wish to roleplay these degenerates in games set wholly in the Undercity, their time spent hunting for food and clean water, making allies among the human tribes and fighting the hordes of troggies and zombies

Fisher Wildman

Car [3] **Gun** [2] **Hed** [5] **HtH** [3] **IQ** [4] **Psi** [1] **Spd** [4] **Str** [3] **Tek** [3] **Equipment** hand communicator, holocam, vocorder, filocomp, newspod, disarming smile **Rap Sheet** Wildman was a rising star in the journalism business when he stumbled upon a scandal involving the Justice Department. A Riochem tanker crashed, unleashing a leak of concentrated tranquilliser gas and killing dozens of citizens. Wildman learned that the judges were using Riochem as a front company to manufacture and distribute tranq gas across the city, pumping into the maintenance ducts of problem blocks, reducing their citizens' propensity for troublemaking. Wildman's plan to expose the judges' scheme was foiled and Wildman sentenced to remedial brain surgery to erase his memories of the incident... and his journalistic talent **Game Play** journalists are sanctioned nosey-parkers who can access areas of city life unknown to Joe Meg and learn the ways, means and scandals behind the rich, famous and corrupt. As with the unfortunate Fisher Wildman, the press have to be careful not to delve too deeply into areas that do not concern them for fear that a judge might be lurking at the other end!



Max Normal

Car [3] **Gun** [2] **Hed** [4] **HtH** [4] **IQ** [4] **Psi** [0] **Spd** [4] **Str** [3] **Tek** [3] **Equipment** judge override card, pinstripe suit, shuggy cue [st1] **Rap Sheet** nicknamed the 'pinstripe freak', Max Normal stood out from the masses of Mega-City One by wearing what

was considered dapper clothing in the late 20th Century, but weird to the extreme 122 years later. With his outlandish fashion style and penchant for speaking in jive, Max was the most unlikely Justice Department informant, working most closely with Judge Dredd. Paid reasonably for his assistance in defeating Mega-City crime, Max was a major player in the game of shuggy which augmented his wealth to impressive levels, allowing Max to live very comfortably in a luxury apt at the top of Ricardo Montalban Blocks I & II [re-built after being levelled in the Apocalypse Block]. One scrape with death too many has prompted Max to retire from narking, living out his final years on a Justice Department pension. His shuggy days - and acquired wealth - long gone, Max now lives in a modest apartment among his cityblock's mid-levels **Game Play** detailed information concerning the playing and administrating of narks can be found on p162-163 of the Judge Dredd Rulebook



Vienna Dredd

Car [3] **Gun** [2] **Hed** [4] **HtH** [3] **IQ** [3] **Psi** [0] **Spd** [3] **Str** [3] **Tek** [3] **Data** Vienna Dredd is the love child of Judge Rico Dredd and Fabienne Brown, a reporter who investigated the crooked judge's career and made love to him in Titan Penal Colony. Fabienne was arrested for fraternising with a prisoner but was murdered during her sentence by a psychopathic inmate. Vienna was held in custody by Mega-City social services, but a threat on her life because of her relationship to Judge Joe Dredd forced her to relocate to Brit-Cit. On reaching adulthood, Vienna returned to Mega-City One as an actor, where she was reunited with 'Uncle Dredd', though the encounter was painfully bitter-sweet for both parties. Vienna was last seen travelling to Texas City to pursue her acting career **Game Play** relatives of judges may take great pride in their kin's crimebusting duties, but are open to kidnapping and blackmail attempts from criminals who have learned of their relationship. Player judges may become involved with citizens, striving to hide their liaison from their colleagues. On the other side of the coin, player citizens may fall in love with

judges, but have to watch their backs from nosey or spiteful neighbours who may report the relationship; any citizen found engaging with a judge in a romantic agreement is subject to a ten year sentence

Walter the Wobot

BA [1] Gun [3] HtH [3] IQ [3] Spd [2] Str [3] Tek [3] Equipment Walter's face unit is a tri-d screen capable of broadcasting programming from any station in Mega-City One. His chest is packed with personal service utilities such as cleaning, scrubbing and vending systems **Rap Sheet** Walter, a vending droid with an infuriating lisp, was given his freedom after aiding Judge Dredd in the First Robot War. Walter self-appointed himself as Dredd's valet, ironing his uniform and cooking all his meals personally. Walter blundered through many crises to threaten Mega-City One, somehow managing to come to Dredd's aid even though the lawman was rarely grateful. Eventually, Walter left Dredd's service and started up his own business selling reconditioned robots abandoned during the Necropolis. Unfortunately, one of Walter's robots malfunctioned and Dredd closed Walter down. Walter finally snapped and organised a movement to start another robot war. Judge Dredd interfered yet again and Walter tried to kill his former hero, but, as was typical for Walter's luck, failed miserably;



Walter was arrested. Later, Nero Narcos turned Walter into a walking bomb, aimed at Dredd, but again where Walter was involved the plan was bound to fail and only Walter was destroyed. Dredd had Walter rebuilt and assigned him to look after the elderly eccentric Mrs. Gunderson to keep Walter out of mischief - hopefully for good **Game Play** it is recommended that players do not take on the role of vending robots in light of their limited capabilities, though a modified model could grant players elements of surprise and advantage when played against unsuspecting enemies

Yassa Povey

Car [2] Gun [5] Hed [5] HtH [4] IQ [3] Psi [2] Spd [5] Str [3] Tek [2] Data Yassa has bionic eyes that duplicate exactly the function of the real thing **Rap Sheet** as a boy, Yassa was a resident of Bubbletown, a small colony in the Eastern Cursed Earth. He rescued a severely burnt stranger and took him in, healing his wounds with greasepaint and jelly. Only later did Yassa discover that his charge was none other than Judge Dredd, who had



taken the Long Walk into the Cursed Earth; Dredd had been viciously attacked by the Sisters of Death, set ablaze and left for dead. The Sisters tracked Dredd down to mount another attack, but this time targeted Yassa too, gouging his eyes out. Later, when Judge Dredd had rejoined the Justice Department, he arranged for Yassa to visit the city to have bionic eyes fitted. Yassa has since grown into a fine young man and regularly sets off on long expeditions to explore the lands surrounding Bubbletown, as well as repelling the tribes of primitive 'grunts' who threaten his friends and family **Game Play** Yassa is the perfect example of the innocent abroad, way out of his depth in a modern setting, or faced with Twenty-Second Century menaces. Situating a character from a setting different to that of Mega-City One into the latter presents players with the chance to experience the Big Meg from a fresh viewpoint, and as a NPC is putty in human form, suitable for the Chief to manipulate and mould to fit into any social group, posing a danger or an asset to that unit depending how the Chief plans to play upon his naivety and 'otherworldly' qualities

A CUBE OF CRIMINALS



Introduction

This chapter details the most notorious criminals to have plagued Judge Dredd and Mega-City One over the course of the Judge Dredd comic strip, focusing on the more strange and unique characters rather than run of the mill muggers and gangsters

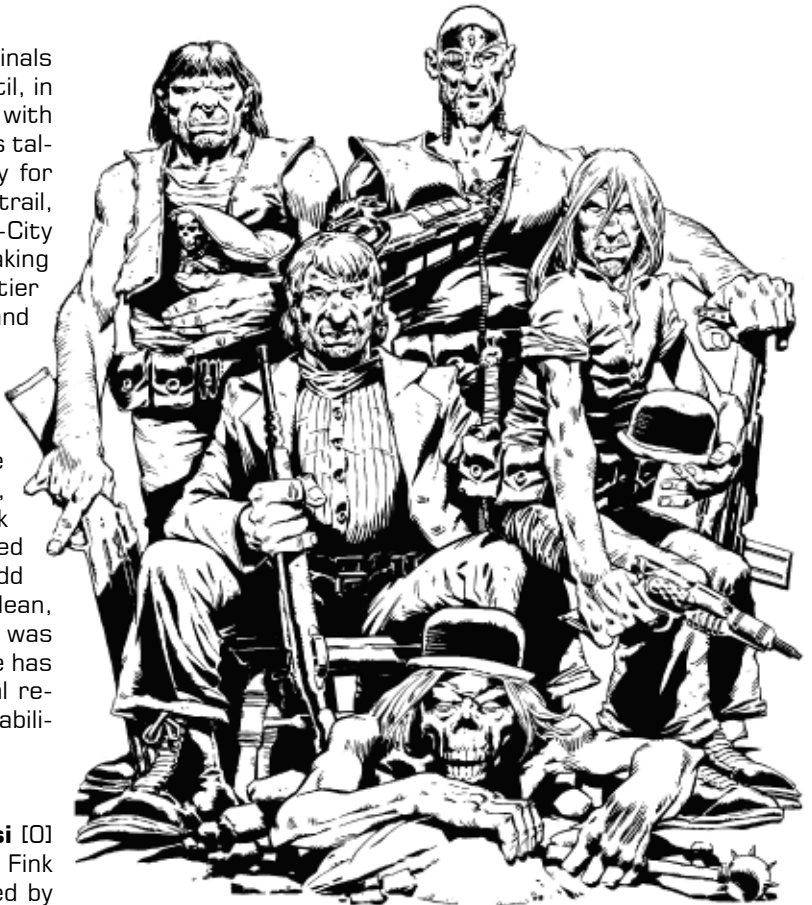
Cursed Earth to resemble a walking corpse and was suffering from leukaemia. Fink is a master poisoner, able to quickly manufacture various types of toxin from plants, herbs and local materials. Fink's poisons included general purpose 'pizen' [Dam 3], heavy duty pizen [Dam 3, heavy concentrated to be slipped into water supply for distribution to multiple victims] and 'paralyzin' pizen' [takes effect in 5 seconds x target's Str in seconds; total paralysis for 7 hours minus victim's Str facet in hours]. Fink delivers the poisons by coating spiked steel

The Angel Gang

The Angel Gang were strictly small-time criminals regularly frequenting Texas City iso-cubes until, in 2102, they stumbled upon Own Kryslar, a boy with fantastic psi-powers and decided to exploit his talent for their own wicked gain. Unfortunately for the Angels, Judge Dredd was hot on Kryslar's trail, believing to him to a future saviour of Mega-City One. The Angel Gang fled into deep space, taking Kryslar with them, finally hiding on the frontier planet Xanadu. Dredd cornered the Angels and killed them, before returning to Mega-City One without Owen Kryslar, whom Dredd now considered to be a threat to his city. In 2103, the last surviving Angel - Fink - learned of his family's death and infiltrated Mega-City one to murder Dredd, but was captured. In 2104, Owen Kryslar brought Mean Machine Angel back from the dead with a magical elixir and paired him with brother Fink to get revenge on Dredd for exiling him on Xanadu. Dredd defeated Mean, Fink was accidentally killed and Owen Kryslar was nuked. Over subsequent years, Mean Machine has become a recurring enemy of Dredd's, social reconditioning therapy repeatedly failing to rehabilitate the manic Angel

Fink Angel

Car [2] **Gun** [2] **Hed** [5] **HtH** [3/6*] **IQ** [3] **Psi** [0] **Spd** [5] **Str** [4] **Tek** [3] **Data** *raised when Fink throws his pizen balls. Fink has been mutated by



balls which are then mounted on the edge of a stick, used as a crude mace, or by firing spiked 'pizen balls' from a hand-held catapult [twenty five metre range]

Rap Sheet Fink Angel was a loner who ran away from the Angel homestead to live a Spartan life out in the Cursed Earth, hiding in a hole and ambushing passers-by, stealing their food and belongings. When Fink learned that Judge Dredd had murdered his family, he sent off to Mega-City One to kill Dredd, but was incarcerated. A year later, Fink escaped his confinement with the help of the 'Judge Child' Own Kryslar and teamed up with reborn brother Mean Machine to 'git' Dredd. This time, Fink was equally unlucky - he fell into a torture machine of his own devising and was ripped to pieces

Ratty

HtH [3] **IQ** [1] **Spd** [4] **Str** [0] **Data** Cursed Earth rats' bites are lethal as their teeth are coated with extremely poisonous bacteria [Dam 3] **Rap Sheet** Fink Angel befriended this Cursed Earth rat on one of his adventures. Ratty is unusually intelligent for a mutant rat, but this did not prevent him from being skewered by one of Fink's wayward pizen balls by accident!

Junior Angel

Car [3] **Gun** [5] **Hed** [4] **HtH** [4] **IQ** [2] **Psi** [1] **Spd** [4] **Str** [3] **Tek** [2] **Weapons** 2 handguns [se2], 2 knives [Dam 1], handbombs [Dam 2] **Rap Sheet** Junior was a homicidal maniac who liked nothing more than inflicting pain and suffering on others, all to please his father. Judge Dredd mortally wounded Junior on Xanadu, before throwing him into a raging sea of lava

Link Angel

Car [3] **Gun** [4] **Hed** [3] **HtH** [4] **IQ** [2] **Psi** [0] **Spd** [3] **Str** [6] **Tek** [2] **Weapons** handgun [se2], knife [Dam 1], handbombs [Dam 2] **Rap Sheet** Quiet but menacing, Link was the heavyweight of the Angel Gang, and no less violent than his brothers. He was shot dead by Judge Dredd on Xanadu

Mean Machine Angel

Car [2] **Gun** [3] **Hed** [5] **HtH** [3] **IQ** [2] **Psi** [0] **Spd** [3] **Str** [5] **Tek** [2] **Data** Mean Machine had a cybernetic right arm and headbutting attachment fitted to his body. The latter has four levels of intensity - all damage is permanent: 1 [surly, Dam 2], 2 [mean, Dam 3], 3 [vicious, Dam 4] and 4 [brutal, Dam 5]. The headset has a tendency to malfunction, sticking on 4½, causing Mean to go off on an uncontrollable butting spree that can only be stopped by another person manually resetting the headbutt counter **Weapons** handgun [se2], knife [Dam 1] **Rap Sheet** Mean, the toughest of the Angel Gang, was once a milksop who picked flowers

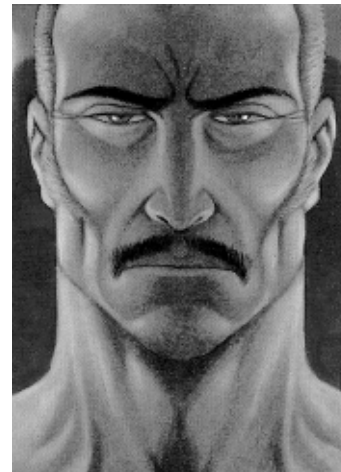
and played with rabbits. That all ended when Pa Angel forced him to have cybernetic surgery and a severing of certain brain functions, resulting in the ultimate Angel. Mean was killed by Judge Dredd on Xanadu, only to be resurrected by Own Kryslar. He has fought with Dredd on many occasions, but was tricked into helping Dredd during two missions into the Cursed Earth. Mean is presently once more at large somewhere in the Cursed Earth

Pa Angel

Car [3] **Gun** [3*] **Hed** [4] **HtH** [3*] **IQ** [4] **Psi** [0] **Spd** [3] **Str** [3] **Tek** [3] **Data** reduced due to advancing age **Weapons** handgun [se2], knife [Dam 1] **Rap Sheet** Elmer 'Pa' Angel raised the Angel boys to be heartless thugs, assisting him in his criminal schemes, robbing Texas City of its valuables. He was killed by Judge Dredd on Xanadu after masterminding the kidnapping of Owen Kryslar, whose psi-powers Pa hoped would make his family rich

Game Play the Angel Gang, bar Mean Machine, are technically all dead. Technically, because Dredd writer John Wagner resurrected Pan and Junior Angel, but later regretted it as a bad move, so both Angels are now locked away in an iso-block until the end of time. If the Chief wants to use the Angel Gang in his games, he can bust Pa and Junior, recall Mean Machine from his Cursed Earth wanderings and then maybe use a pinch of the Judge Child's magic to rebirth Fink and Link. Alternatively, it may be simpler to set any Angel Gang games a few years back in time when they were still the worst of the scum of Texas City

Armon Gill



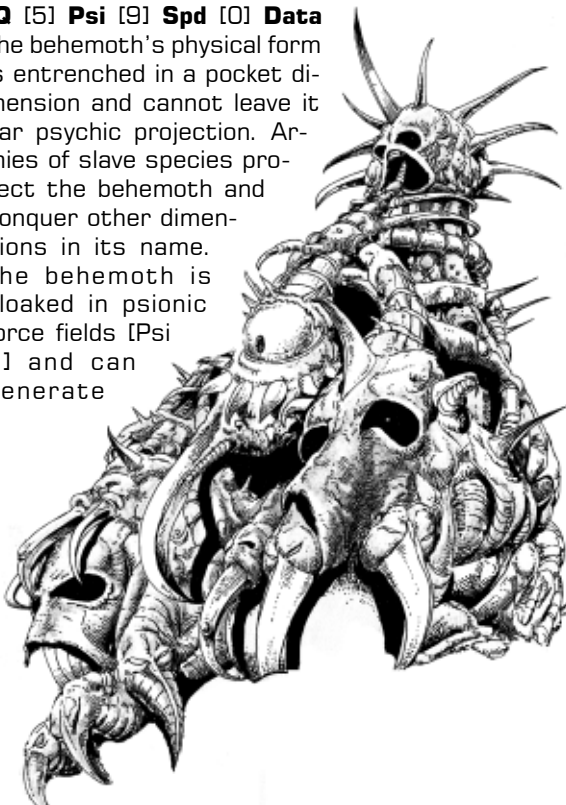
Car [5] **Gun** [6] **Hed** [6] **HtH** [6] **IQ** [4] **Psi** [0] **Spd** [6] **Str** [6] **Tek** [4] **Data** as with all soldiers of the Space Corps G-Division, Gill was genetically modified, his DNA impregnated with leopard and cockroach genes to enhance his strength, speed and endurance. As such, all weapons damage directed at him

have their Gun or HtH facets reduced by -1 **Weaponry** Gill makes use of many weapons, what-

ever gets the job done **Rap Sheet** Gill, a Space Corps trooper, was dismissed from service on counts of excessive violence towards enemies and colleagues. He returned to Mega-City One where Judge DeKlerk, Chief of the Covert operations Establishment, put him to work assassinating citizens who spoke against the policies of the Justice Department. Gill was captured and sentenced to years of hard labour in Work Farm 17. DeKlerk has fooled Gill into thinking that Gill is working for Chief Judge Hershey, not a corrupt Justice Department official. As such, Gill fully expects that his imprisonment will be revoked in the near future and his services called upon once more **Game Play** Armon Gill is an excellent example of the menace that genetically modified characters can pose to judges, and of the boon they might grant to players wishing to play enhanced humans. Life for a G-Man character in Mega-City One will not be easy, for the judges will soon - if not already - be aware of his presence and will monitor his movements closely. A G-Man is viewed by the judges as one step short of a mutation and so they will not allow him to breed, give blood or discuss his situation freely. As genetic modification cannot be easily reversed, the ultimate sanction facing a problematic G-Man is exile into the Cursed Earth

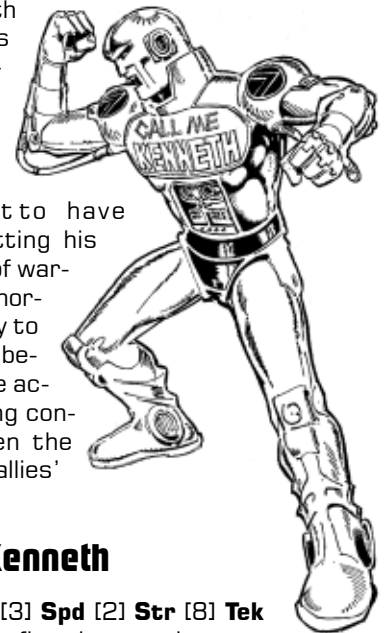
Behemoth the Beast

IQ [5] Psi [9] Spd [0] Data the behemoth's physical form is entrenched in a pocket dimension and cannot leave it bar psychic projection. Armies of slave species protect the behemoth and conquer other dimensions in its name. The behemoth is cloaked in psionic force fields [Psi 8] and can generate



huge, elaborate illusions indistinguishable from reality. It can sunder the barriers that separate dimensions, creating gateways it employs to deploy armies, and to ensnare inhabitants of those realities **Rap Sheet** Behemoth is an entity equally composed of physical and psionic power. It rules a pocket dimension at the centre of the warp worlds, a collection of spheres that all owe allegiance to the behemoth, all conquered by his warrior legions. The behemoth's ambition is imperialist, expanding its empire across many dimensions, including that of Judge Dredd's. The behemoth sucked Dredd out of his dimension and into a 'supreme court of the dead' where Dredd was tried for his life by his greatest enemies, including Judge Death, Captain Skank and the Angel Gang. The behemoth's intention was to test Dredd's resolve: if Dredd broke under the stress of the trial, then the behemoth would invade his dimension, satisfied that its defenders were no match for its armies. Dredd rose above the trial, discovering that it was just an elaborate illusion. Dredd then met face to face with the behemoth and warned it to stay away from Earth. The behemoth was suitably impressed and scrapped its plans for invasion, returning Dredd to his home dimension **Game Play** behemoth the beast is one of the few Dredd villains who [a]

survived his encounter with the lethal lawman and [b] has not served a term in the iso-cubes [though he would hardly fit into a normal-sized cell!]. If the behemoth changed its mind to invade Earth, the Chief can expect to have to stage a mega-epic, pitting his judges against thousands of warriors and otherdimensional horrors. Player perps might try to forge an allegiance with the behemoth and get a slice of the action when it came to dividing conquered territories between the behemoth and its earthly 'allies'



Call-Me-Kenneth

BA [3] Gun [3] HtH [3] IQ [3] Spd [2] Str [8] Tek [2] Data Call-Me-Kenneth's first incarnation was a heavy duty carpentry robot, heavily armoured and equipped with a massive chainsaw [Dam 4]. The second model was more android than robot, designed by the idealistic Doctor Wisenheimer to resemble a nobleman **Rap Sheet** Call-Me-Kenneth was a carpentry robot that suffered a mysterious behavioural system malfunction, turning it into a killing machine, using its huge chainsaw to decapi-

tate human victims. Judge Dredd defeated the robot, considering its career ended, but a roboticist called Arnold Wisenheimer installed Kenneth's electronic brain into a new body. No sooner had Kenneth MkII been completed than he took over a tri-d broadcasting station and urged indentured robots across Mega-City One to rise up against their cruel human masters; So began the First Robot War. Judge Dredd and a human sympathiser vending robot called Walter rallied other friendly robots to overthrow Call-Me-Kenneth during a fiery confrontation at a Meg-Oil fuel depot. Kenneth was totally destroyed to prevent its ever being resurrected any another crackpot scientist **Game Play** Call-Me-Kenneth is the epitome of robot science gone wrong in the classic science fiction tradition. Not only does it override its programming not to harm its human masters, but it then turns the city's robots into a human-hating mechanical army. As seen in the 'Giant' story, Call-Me-Kenneth's influence is still felt keenly among subversive robots across Mega-City One, and will likely rise again - if only as a figurehead - for future robot-human conflicts



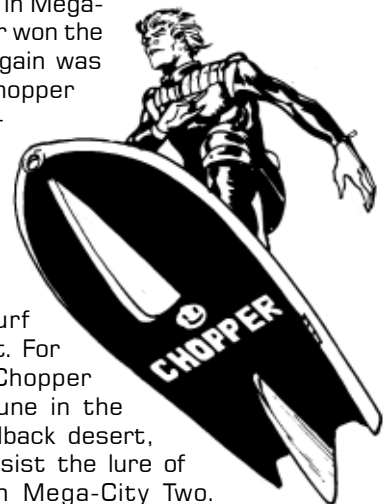
Captain Skank

Car [3] **Gun** [4] **Hed** [4] **HtH** [5] **IQ** [4] **Psi** [1] **Spd** [4] **Str** [4] **Tek** [3] **Data** Skank suffered a head injury during his early pirating days; he underwent cybernetic surgery to plate his skull with steel, and replace his dreadlocks with telescopic steel tendrils **Rap Sheet** the Jamaican Captain Skank and his band of sea pirates plagued the Caribbean zone from a submersible sea fortress leftover from the Great Atom War. Prompted by his chief henchman Tuskerosa, Skank kidnapped Jenno Matryx, Mega-

City One's chief nuclear engineer, forcing her to renovate the ancient but extensive armoury of nuclear missiles sited throughout the sea fortress. Skank terrorised Mega-City one, nuking Sector 403. Judge Dredd journeyed to the sea fortress and defeated Skank. He discovered that Tuskerosa was no mere pirate, but an East-Meg One agent bent on wiping Mega-City One off the face of the Earth, turning Skank's greed to his own advantage. Tuskerosa corpse was returned to East-Meg One; aware that Mega-City One were demanding recompense, the Diktatorat nuked one of their own city sectors to maintain the intercontinental balance of power - for the time being **Game Play** Captain Skank is to be considered a typical Black Atlantic pirate, though his possession of a fully-functional sea fortress is not the norm with most other pirate gangs who must make use of outdated submersibles and gunships. Tuskerosa was one of many East-Meg infiltrators that plagued the western mega-cities during the second cold war, but in latter years with respect to the destruction of East-Meg One and the neo-Glasnost enjoyed by east and west, the number of agents has been drastically reduced, but not entirely diminished

Chopper

Car [3*] **Gun** [3] **Hed** [5] **HtH** [3] **IQ** [3] **Psi** [0] **Spd** [4] **Str** [4] **Tek** [3] **Data** *Chopper was once one of the world's greatest skysurfers; his Car facet was [6] when atop a powerboard **Rap Sheet** Marlon Shakespeare desired to be a superstar, despite his being a juve with no discernable talent. He pursued a criminal career as a scrawler, choosing the alias of 'Chopper'. Chopper's scrawling life was spectacular but short-lived and he was arrested. On his release, Chopper learned to fly a powerboard and took part in Supersurf 7, an illegal sport hosted that year in Mega-City One. Chopper won the Supersurf, but again was incarcerated. Chopper escaped imprisonment and fled to the Sydney-Melbourne Conurb on the other side of the world to take part in Supersurf 10, which he lost. For many months, Chopper lived in a commune in the heart of the radback desert, but could not resist the lure of Supersurf 11 in Mega-City Two.



Chopper was badly wounded by the hazards of that race and was forced to retire from the sport. He lives with his girlfriend Charlene in the radback commune **Game Play** Chopper, or plain old Marlon Shakespeare, as he has once more referred to himself in his supersurf 'retirement years', has become an enduring role model for meggers who hate their mundane and meaningless lives, striving for success, recognition and respect. From the judges's point of view, Chopper was a citizen of the worst kind: disrespectful, arrogant and immune to threats. In fact, the more Chopper was incarcerated, the more rebellious he became. One must wonder if Shakespeare would have eventually settled down to a normal life if he had not been cubed at so early an age...

The Dark Judges

The dark judges are four entities from Deadworld, a dimension once similar to Earth. They practised a perverse creed, that all crime is committed by the living and so life itself must be a crime! The judges of Deadworld, led by Death, slaughtered the entire population. The 'dark judges' underwent black magic rituals to turn their selves undead so that they were exempt from their genocidal policy. When the dark judges came into possession of interdimensional technology, they were able to spread their evil beyond Deadworld's confines; Mega-City One became their prime target. Judge Death was first to cross the dimensional void, but was defeated by Judge Dredd, his undead body destroyed and his spirit trapped in the brain of Psi-Judge Anderson. Dark judges Fear, Fire and Mortis rescued Death, but Dredd pursued them back to Deadworld where the dark judges were thought destroyed forever. Time and again, the dark judges have escaped oblivion and returned to attack Mega-City One, most shockingly their grand design to transform the entire city into a necropolis, a city of the dead. Finally, the dark judges were captured and their spirits imprisoned in a secure Justice Department facility. However, Judge Death was able to escape - he fled into the Cursed Earth to bring his law to the mutant masses; Death's exact whereabouts are unknown

Data the dark judges are spirit forms immune to the ravages of time, but largely impotent unless they have a physical form through which to work. They prefer cadavers which automatically animate as soon as the dark judge's spirit enters, but will utilise living hosts until they can find corpses, or will slay the host and artificially accelerate the



decomposition of his body to a degree that pleases the dark judge concerned; this is achieved by placing the body in a special machine and saturating it with so-called 'dead fluid'. The dark judges' host forms are immune to conventional firearms damage, but can be torn apart by artillery and high explosives

The dark judges have developed group psi-powers such as telepathy over indefinite distances and psi-attacks aimed at their enemies [base Psi 6 plus 1 per dark judge participating]

Judge Death

Car [3] **Gun** [3] **Hed** [6] **HtH** [5] **IQ** [4] **Psi** [6] *psychic* **Spd** [2] **Str** [6] **Tek** [3] **Data** Death's favourite method of murder is to plunge his hand into another's chest and squeeze their heart, causing instant death. Body armour protection against this attack is reduced by -2 **Rap Sheet** Judge Death is the leader of the dark judges, quick witted, cunning and even charming in a perverse sense

Judge Fear

Car [2] **Gun** [2] **Hed** [5] **HtH** [4] **IQ** [3] **Psi** [6] *psychic* **Spd** [2] **Str** [5] **Tek** [3] **Data** Fear's primary weapon is his ability to scare another to death by opening his helmet and revealing the horror that lays within. Fear must physically restrain his prey and hold their gaze before he can use his power against them; this 'Gaze of Fear' inflicts 1 point of

Hed damage for every five seconds the victim stares into the helmet. When the gaze of fear is not appropriate, Judge Fear has a set of mantraps hung on his belt that can be thrown to up five metres, causing Dam 1, with a restraining Str rank of 4

Judge Fire

Car [0] **Gun** [0*] **Hed** [5] **HtH** [5] **IQ** [2] **Psi** [5] *psyriah* **Spd** [2] **Str** [4] **Tek** [2] **Data** *conventional firearms would instantly melt in Judge Fire's hands. Judge Fire is enshrouded in perpetually burning flame. Anybody that comes into contact with it suffers normal burn damage [in1/2/3]. Judge Fire carries a flaming trident that he can throw up to twenty metres, inflicting both [in2/3/4] damage and Dam 2 [permanent]. The trident can project a cone of fire up to ten metres, three metres in diameter, causing in 2/3/4 damage. Judge Fire's flame can be inhibited by natural enemies of that element, including heavy blasts of air and water, though fire foam will simply explode, causing Dam 1 to anybody within five metres **Rap Sheet** Judge Fire protects the other dark judges while they bring 'justice' to the masses, though he enjoys torching guilty parties when he has a few moments to kill

Judge Mortis

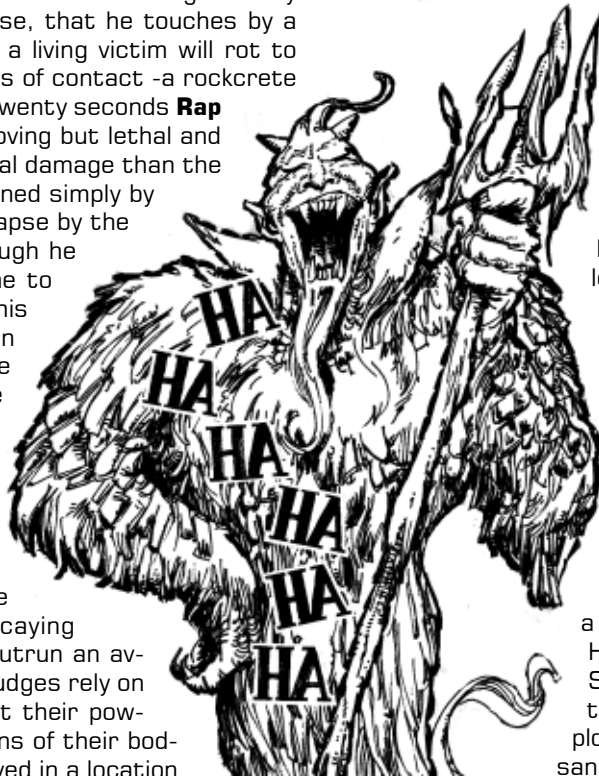
Car [0] **Gun** [0*] **Hed** [5] **HtH** [4] **IQ** [3] **Psi** [5] *psyriah* **Spd** [2] **Str** [5] **Tek** [3] **Data** *firearms tend to malfunction when held in Mortis's corrupt grip. Judge Mortis has the power to disintegrate any object, living or otherwise, that he touches by a process of rapid decay; a living victim will rot to death within ten seconds of contact -a rockcrete wall will collapse within twenty seconds **Rap Sheet** Mortis is slow moving but lethal and can cause more collateral damage than the other dark judges combined simply by causing buildings to collapse by the power of his touch, though he frequently has little time to spare to dedicate to this task as the judges are on to Mortis quickly once they learn of his presence

Game Play 'you cannot kill what does not live!' The dark judges are the foes that keeps coming back for more. Physically impotent due to their shambling, decaying bodies and inability to outrun an average citizen, the dark judges rely on their psi-powers to cast their powers beyond the limitations of their bodies. Once they have arrived in a location

deemed to be cleansed of life, the dark judges; first action is to seal it off so that their intended victims cannot simply run away. In the past, force fields large enough to contain a cityblock have been so employed. The slaughter then begins in a slow, methodical manner until all are dead. Once finished, the dark judges use belt-mounted teleporters to travel to their next point of call, repeating the entrap/kill/teleport policy until they have obliterated all life on that world. The best defence against the dark judges is offence, forcing them back with heavy weaponry, blasting their bodies to pieces, forcing the dark judges spirits to flee their husks. The dark judges will seek dying or freshly dead bodies to possess, or if they have the 'dead juicer' equipment at hand, will force living bodies to decompose until they are considered suitable for inhabitation. The judges have used psi-operatives to distract the dark judges while they activate suction traps to vacuum the dark judge spirits into sealed containers, ready for transfer into high security vaults where the evil ones are held under constant guard. However, as the Judge Dredd comic strip has shown on many occasions, the dark judges always manage to find a way to escape, whether by their own cunning or by exploiting the greed and foolishness of others

The Devil

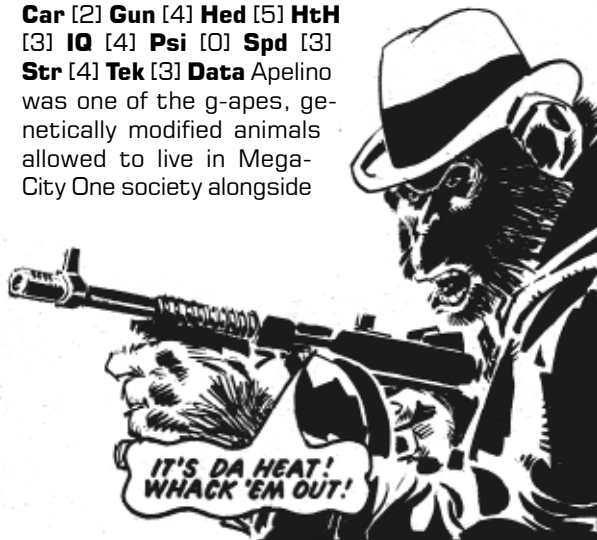
Car [5*] **Gun** [3*] **Hed** [8*] **HtH** [5*] **IQ** [5] **Psi** [7*] **Spd** [5*] **Str** [3*] **Tek** [2*] **Data** *these statistics represent the Devil isolated, without the immeasurable suffering of the Damned to boost his power levels, which would be virtually unlimited. This reduced power level is the reason why Judge Dredd was able to arrest the Devil, and even slap handcuffs on him! **Rap Sheet** the Devil emerged from Hell in 2106 to try to corrupt Judge Dredd, but failed miserably and was confined to a high security cell in Iso-Block 666, bound by powerful spells cast by Pan-African witch judges. In 2121, a group of satanists called the Hellfire Club, led by the evil Sector Chief Burchell, attempted to free the Devil by plotting to kill hundreds of thousands of Mega-City citizens as a



mass sacrifice, providing enough psychic energy for the Devil to escape his cell and rule the city. Unfortunately for the Hellfire Club, their efforts coincided with the beginning of the Second Robot War. Burchell was killed by Nero Narcos's assassinator robots, as was the rest of the Hellfire Club's Inner Circle. The Devil remains safely locked away **Game Play** the Devil is best left captive in Iso-Block 666, or repeated escapes and defeats will only seek to tarnish the novelty element of the original Judge Dredd strip in which the lawman outwitted the Prince of Darkness. Just as effective an adversary for psi-judges and citizens would be one of the Devil's many demonic minions whose power levels would parallel or exceed those of a Devil isolated from Hell

Don Uggie Apelino

Car [2] **Gun** [4] **Hed** [5] **HtH** [3] **IQ** [4] **Psi** [0] **Spd** [3] **Str** [4] **Tek** [3] **Data** Apelino was one of the g-apes, genetically modified animals allowed to live in Mega-City One society alongside



humans. Unfortunately, Apelino's natural talent for mimicry steered him along the course of a criminal, inspired by reruns of old 20th Century gangster movies. As the don of the Ape Gang, Apelino dominated the area of the city nicknamed 'Apetown', causing many problems for the judges before being arrested and slammed behind bars in the Mega-City Zoo. The zoo was badly damaged during the Apocalypse War, allowing Apelino and his henchmen to escape into the ruined city. The high levels of radiation acted to void the g-ape's genetic modification, turning them into savages that preyed on hapless stragglers left homeless after the war. Judge Dredd hunted down Apelino and his followers, executing them

Dracula

Car [2] **Gun** [3] **Hed** [6] **HtH** [5] **IQ** [5] **Psi** [6] **Spd** [6] **Str** [7] **Tek** [2] **Data**

Dracula possesses all the traditional vampire powers: shapeshifting into a bat, wolf or mist; mesmerism; creating more vampires by draining a limited amount of blood from a victim; superhuman strength and stamina. Dracula can be destroyed by direct exposure to sunlight [Dam 2 per five seconds of exposure] and is repulsed by running water and holy icons such as crucifixes and holy books. As one of the undead, Dracula cannot be killed short of blowing his body apart with explosives. In this instance, the vampire's spirit is trapped in the 'deadlands' until 'allowed' back into a host body by black magic incantations usually performed by his loyal thralls **Rap Sheet** the lord of vampires was thought as nothing more than a star of schlock tri-ads until he turned up in the Costa Del Meg, a leisure resort overlooking the Black Atlantic. Dracula wasted little time in preying on the unsuspecting holiday-makers and creating a small army of vampire thralls. Judge Dredd pursued Dracula into the Costa Del's Hall of Horrors, where Dredd 'steaked' the vampire through the heart with a sharp chunk of plas-teen 'raw meat' borrowed from another exhibit **Game Play** consider Dracula's use in adventures to be bound by the same restrictions that govern the Devil's treatment; save Dracula for special occasions and instead create fresh batches of vampires to plague your players. The vampire of Judge Dredd - brash and gaudy with a flare for the dramatic - is of the mould as that depicted in the Hammer movie series rather than the gentleman fiend of Bram Stoker's original novel



El Muerte

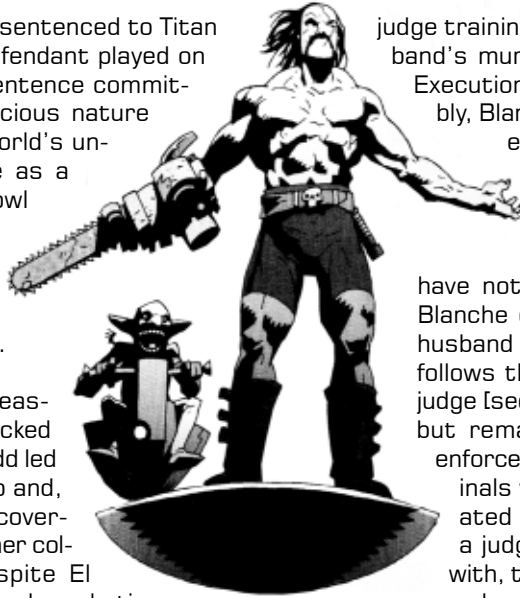
Car [3] **Gun** [5] **Hed** [5] **HtH** [5] **IQ** [3] **Psi** [0] **Spd** [4] **Str** [6] **Tek** [3] **Data** El Muerte is rumoured to have cut out his own tongue; his is accompanied by a small, green mutant who does all of El Muerte's talking for him **Weaponry** bone saw [Dam 2, Str 5+ required to use it], laser whip [e11] **Rap Sheet** Judge Ray Mendoza tallied up the largest 'kill-to-case' ratio in the Justice Department's history, prompting an official inquiry into his performance. Judge Dredd unsuccessfully gave evidence against

Mendoza, stating that he be sentenced to Titan for his crimes. Mendoza's defendant played on insanity and had Muerte's sentence committed to exile. Mendoza's ferocious nature served him well among the world's underfringe, bringing him fame as a gladiator in the global Killer Bowl Championships. Mendoza became El Muerte 'x' and, armed with his trademark mansaw and laser whip, decimated all who challenged him.

El Muerte was aboard the pleasure ship Sin City when it docked at Mega-City One. Judge Dredd led an investigation onto the ship and, during the course of his discoveries, was reunited with his former colleague in the Kill Bowl. Despite El Muerte's increased strength and psychotic frenzy, Dredd soundly thrashed him in hand to hand combat and carted the former judge and Kill Bowl legend off to the iso-cubes **Game Play** a judge is a walking arsenal and combat machine - a renegade judge is like a wayward nuclear missile, his previous limits and safeguards removed, his ambition unpredictable. Ex-judges with a criminal bent have the skills to defend from rivals, leadership qualities to attract followers, and martial skills to pass on. Former Mega-City One judges have become warlords in South-Am and Europe, their original indoctrination to dispense justice transposed into a desire to dominate others. As dangerous as these individuals are, very few judges actually go rogue, their negative tendencies detected and treated with psychiatric treatment or drug therapy

The Executioner

Car [4] **Gun** [5] **Hed** [5] **HtH** [5] **IQ** [4] **Psi** [1] **Spd** [5] **Str** [3] **Tek** [4] **Weaponry** handgun [se2] with silencer **Rap Sheet** Twelfth-year Cadet Judge Blanche Kominski was expelled from the Academy of Law when she was discovered having a love affair with civilian Nicolas Tatum. Blanche and Nicolas later married and produced two children, but Nicolas was brutally murdered by gangsters when a loan deal went wrong. Enraged, Blanche used her



judge training to hunt down and kill her husband's murderers under the guise of the Executioner, a masked vigilante. Inevitably, Blanche's true identity was discovered by the judges and she was trapped. She pulled a gun on the arresting judge; he shot her dead. Only later was Blanche's weapon found to have not been loaded; her work done, Blanche could now be with her beloved husband **Game Play** the judge vigilante follows the same path as the renegade judge [see El Muerte's Game Play entry], but remains within Mega-City One to enforce his own code of justice on criminals who may have evaded or humiliated the vigilante back when he was a judge. Once these scum are dealt with, the judge vigilante may set a new agenda along different lines but typically equally illegal in the eyes of the Law; few judge vigilantes can withdraw from further criminal activity once they have transgressed, the lure of personal power and gratification outside the justice system too alluring

Fairlyhyperman

Car [3] **Gun** [2] **Hed** [4] **HtH** [4] **IQ** [4] **Psi** [6] **Spd** [8] **Str** [8] **Tek** [3] **Data** think of Superman, and you can easily envisage what powers Fairlyhyperman was charged with; of course, they are all 'fairly

hyper' powers instead of 'super' powers **Rap Sheet** The alien vigilante Fairlyhyperman took his name from his fairly hyper super powers, bestowed upon him when he escaped his doomed homeworld of Kapok to live among lesser beings in Mega-City One. The mighty hero declared he would rid Mega-City one of all crime and offered his services to the Justice Department, but was rejected. Fairlyhyperman turned on the judges and was shot dead by a bullet made from Kapokite, a fragment from the asteroid field that once was Kapok; Spacecom takes samples from ninety-nine percent of all exploding planets in case of such an eventuality! **Game Play** Fairlyhyperman is obviously a play on the DC Comics hero



Superman, debased in a fashion typical of the cynical and scathing British point of view. Chiefs can have a lot of fun introducing other super heroes into Judge Dredd, watching how they fare against the vigilante-intolerant judges. Be warned, however, that players fond of American super hero mythology may not take well to having their idols shot or slammed in an iso-cube!

Father Earth

Car [1] **Gun** [2] **Hed** [5] **HtH** [2] **IQ** [4] **Psi** [7] **Spd** [3] **Str** [3] **Tek** [2] **Data**

Father Earth was a mutant whose naked body was swathed by vines, thorns and flowers of all types. He possessed the power to manipulate plant matter, such as accelerating plant growth by unnatural extremes and animating large plants to do his bidding **Rap Sheet** Father Earth led a band of mutant terrorists called the Doomsday Dogs into Mega-City One to destroy the city that Father Earth considered an affront to nature. To accomplish this, the Dogs infiltrated Power Tower and caused it to overload, forcing an uncontrolled man-made volcano to swamp areas of the city in lava. The judges responded by sending in the Holocaust Squad to 'plug' the leaking lava at the cost of their own lives. Father Earth made his stand in the Mega-City Botanic Gardens, unleashing carnivorous alien plants against his pursuers. He made the mistake of thinking himself allied with a gigantic plant he called the 'God Beast', which welcomed father Earth with open leaves, only to eat him as he approached!

Gargarax

Hed [4] **HtH** [4] **IQ** [4] **Psi** [5] *dimensionalist* **Spd** [6] **Str** [6] **Data** Gargarax, in his home dimension, is a vaguely humanoid creature that can be defeated by physical combat allied with a psi-attack. His ambition is to raze hell among target dimensions by possessing multiple native bodies and working his evil through them. A blood sacrifice must be made to allow Gargarax to breach the dimension warp and manifest in another dimension, usually as a horrific composite of all the souls he currently possesses in that dimension. Gargarax's powers are mind control, possession and astral projection **Rap Sheet** Gargarax was a minor demonic entity that sought to lead an army of demonkin

into Mega-City One and enslave its inhabitants, but first he needed the spilt blood of a child. Gargarax's followers kidnapped young Hammy Blish and set about enacting a ritual that would end in his death and Gargarax's arrival. Psi-Judge Anderson arrived just in time to defeat Gargarax, but at the cost of Hammy Blish's life. Gargarax survived the encounter but cannot mount another assault against this dimension, now that the one gateway has been forever closed



Gila Munja

Car [0] **Gun** [0*] **Hed** [5] **HtH** [5] **IQ** [2/3] **Psi** [0/1] **Spd** [4/6] **Str** [3/4] **Tek** [1/3] **Data**

the design of Gila Munja claws does not allow them to grip weapons. The Gila Munja's natural weapons include night vision, chameleon skin - ability to blend quickly into background and claws [Dam 2, capable of gouging rockcrete, coated with contact poison [Dam 6] that remains potent for 1-4 days after a Gila Munja's death **Rap Sheet** the Gila Munja are a tribe of mutant assassins spawned on the edge of the Texas City Badlands. The Gila Munja are relentless killers who will not cease until their quarry is dead. To arrange a hit, the prospective employer must journey into Gila territory and present his job and money to a council of Gila Munja. If the

Gila take the job, they kill one of their own as a seal of acceptance. If the Gila find the job to not warrant their skills, they instead kill the messenger

Game Play Gila-Munja are silent, highly adaptive killers that can strike from anywhere at any time. They infrequently enter Mega-City One to pursue contracts, but are most effective at unnerving judges and criminals, some of whom may be on the Gila-Munjas' hit list. A judge's Lawgiver is of little use against an enemy he cannot see until it chooses to strike; infrared will reveal the assassins, but the Gila-Munja are clever enough to keep close to sources of heat radiation, such as vehicles, power generators and crowds to cloak their heat signatures until it is time to make the kill

Judge Child

Car [1] **Gun** [2] **Hed** [5] **HtH** [2] **IQ** [5] **Psi** [7*] *psyriah* **Spd** [3] **Str** [2] **Tek** [2] **Data** *the Judge Child's psi-powers were not fully developed; he possessed keen precognitive and telepathic abilities, the latter capable of communicating with others



several star systems distant. It took the Grunwalder's tampering with his genetic structure to unleash the Judge' Child's full potential. As the mutant, the Judge Child had the power to reshape matter, living and inorganic, on a citywide scale, as well as enjoying an even greater augmentation of his telepathic abilities **Rap Sheet** Owen Kryslar was just another child born in the Cursed Earth to former Hell-trekkers, but unknown to Owen or his parents, the

dying Judge Feyy, Chief of Psi-Division, predicted that Owen - whom Feyy called the Judge Child - was a 'psychic messiah' would save Mega-City one when the city was prophesied to be devastated by a terrible disaster in the year 2120. Judge Dredd was despatched to bring Own back to Mega-City One, but ended up pursuing the boy and the Angel Gang - who had kidnapped Own so that they might exploit his psychic powers - across the galaxy to the planet Xanadu

During the 'Judge Child Quest', Dredd was plagued by doubts concerning Kryslar's morality. These doubts were confirmed when Dredd saw Kryslar murder Pa Angel. Dredd decided to exile Kryslar on Xanadu rather than let him loose in Mega-City One; he left the boy in the care of the Grunwalder, King of Xanadu's Free Robots. In 2104, Kryslar plotted to get his revenge on Dredd for deserting him. He resurrected Mean Machine Angel from the dead and sent him to Earth where he would team up with brother Fink and exact agonising tortures upon the lawman. Dredd disposed of the Angels and authorised a nuclear strike against Owen Kryslar to put an end to his evil.

By 2107, the Justice Department had perfected time travel technology. They sent Judges Dredd and Anderson into the year 2120 to make certain that the Judge Child's threat had been nullified. To their horror, Dredd and Anderson discovered that the Grunwalder had cloned Kryslar's DNA and created a monster known as the Mutant. It was the Mutant, with greatly amplified psi-powers, who had turned Mega-City one into a living hell and transformed the judges into vampires. Dredd and Anderson escaped back to their own time. Dredd used the time machine to jump back in time to just before the Mutant was 'born'. Dredd executed the fledgling horror and destroyed the Grunwalder just to be certain that the robot king did not cultivate

another clone **Game Play** the Judge Child is the ultimate infant terrible, augmented with psi-powers that expanded his changeable juvenile moods over interstellar distances to shocking effect. Owen Kryslar is now finally dead [we think!], but what nasty little NPC tykes his example might inspire, psykos with no moral inhibition, and how can psi-judges deal with a problem child when smacking its bottom only releases a telekinetic tantrum?

Megaman

Car [3] **Gun** [3] **Hed** [3] **HtH** [4] **IQ** [3] **Psi** [0] **Spd** [3/9*] **Str** [2/7*] **Tek** [5] **Equipment** *Megaman wore an exoskeleton that both boosted his strength and allowed him to fly via a jet pack concealed beneath his cloak, reflecto-shield [BA 3, thrown for Dam 2], body armour [BA 1] **Rap Sheet** puny Ogden Schlep modified an existing exo-suit and coupled it with a jetpack to become Megaman, Mega-City One's latest costumed vigilante. Armed with super strength and a reflecto-shield, Megaman flew though the skies searching for wrongdoers. When confronted in his apartment, Schlep tried to convince the judges he was on their side but got arrested for his pains after his jet pack malfunctioned, smashing him into a bruised pulp



Neon Knights

Car [3] **Gun** [4] **Hed** [4] **HtH** [4] **IQ** [3] **Psi** [0] **Spd** [4] **Str** [4] **Tek** [3] **Data** the neon knights were armed with robowhips [e1], steel bars [dam 2] and



electro-swords [e2] **Rap Sheet** the Neon Knights were the most notorious of the neo-luddite groups that plagued Mega-City One after the First Robot War. Dressed in hooded costumes symbolic of those that adorned the knights of old, the neon knights went about destroying any robot they found unattended. When Walter the Wobot was kidnapped, Judge Dredd was forced to go after him and there he met with the neon knight leader. Dredd bested him and unmasked him, revealing the supreme robot hater to be a robot himself! The rest of the neon knights were soon arrested and their leader melted into slag **Game Play** guidelines for running neo-luddites are detailed on p24 of the Judge Dredd Rulebook

world, it was not enough - he planned to conquer Mega-City One and then expand his empire across the planet. To achieve this, Narcos won a contract to supply the Justice Department with faulty Lawgiver MkIIs, rigged to blow up when Narcos broadcast a signal to them. In addition, Narcos implanted chips in most of the city's robots to turn them against the judges.

In 2121, Narcos initiated the Second Robot War and defeated the judges in quick order. He ascended to his place as supreme ruler of Mega-City One. Unknown to Narcos, Judge Dredd had assembled a crack team of judges from both the Mega-City and Brit-Cit who located one of Narcos's Cursed Earth robot command ships and reversed the command codes, turning the robots against Narcos's forces. The evil dictator left his hiding place and met the judges face to face, declaring that he had utterly defeated them, if only for a short time, and that he was fulfilled. Dredd ordered Narcos's execution **Game Play** the Rookies Guide to Criminal Organisations details the creation of crime lords and both the development and administration of crime empires. The book is primarily rules-based, but does contain sufficient source material concerning most of the dramatic aspects of the Mega-City underworld to warrant a look by Chiefs and players interested in running criminal-only adventures

Nero Narcos

BA [4] **Car** [3] **Gun** [3] **Hed** [5] **HtH** [3] **IQ** [6] **Psi** [0] **Spd** [4] **Str** [7] **Tek** [3] **Data** the above statistics represent Narcos in his robot body form **Rap Sheet** Nero Narcos was the chief executive of the Mega-City Frenz, the city's largest charitable organisation, but this was a cover for Narcos's criminal empire, equally the city's largest such enterprise. Narcos was mortally wounded in an murder attempt and his brain was transplanted into a life tank to keep his mind alive. Narcos purchased several top of the range robot bodies to inhabit when he required mobility. Though Narcos had come to rule the under-



Orlok

Car [5] **Gun** [6] **Hed** [6] **HtH** [6] **IQ** [4] **Psi** [0] **Spd** [6] **Str** [5] **Tek** [4] **Rap Sheet** Vladimir Orlok was raised to serve East-Meg One as an assassin. He was charged with releasing the so-called Block Mania Contaminant into the Mega-City one water supply, crippling the city in advance of the East-Meg invasion of 2124, the Apocalypse War. Orlok was captured, yet escaped execution long enough to be freed some years later. As the new cold war had all but ended, Orlok found himself a man without a country; he left Earth for the planet Mars and beyond, settling down as a farm-hand on a distant planet. Even there, Orlok could not



escape his destiny and he was lured back to Mega-City to collect a ten million credit bounty on Judge Dredd's head. Orlok captured Dredd and took him to the New Kremlin to be tried, but ironically ended up defending Dredd! Found not guilty of mass genocide against the Soviet victims of the Apocalypse War, Dredd started back to Mega-City Once, but Orlok barred his way. The two fought and Orlok was thought drowned, but he returned to infect Sin City with a lethal

bacterium on behalf of the East-Meg One remnants, whilst it was moored in Mega-City One waters. Orlok was captured and sentenced to death by lethal injection

PJ Maybe

Car [3] **Gun** [3] **Hed** [4] **HtH** [3] **IQ** [5] **Psi** [0] **Spd** [3] **Str** [3] **Tek** [6] **Data** PJ was a child prodigy, an electronics and chemistry expert capable of quickly designing reliable tools programmed to remove anybody who opposed him **Rap Sheet** Phillip Janet Maybe is the son of a partner in the Emphatically Yess company that once provided the Justice Department with bodysuits. PJ abused his scientific talents to kill his father's rivals and elevate him to

the Chief Executive of Emphatically Yess, taking up residence in the palatial Maybehouse with PJ and his mother. During that time, PJ used his skills to acquire Liana, a girlfriend. PJ's business was later threatened by the Hoss Brothers, rival suit tailors. Again, the cunning juve used a variety of chemical poisons to destroy the opposition, but made a fatal mistake when he created a simulacram of Alger Hoss, only to have the real Alger appear and start a fight. Judge Dredd intervened and dealt with Hoss and the stookie glanders he was meeting with; a shot caused on the glanders to stumble and fall on PJ, who was controlling the simulacram Hoss from nearby. Dredd arrested PJ, with the android control unit as proof of his involvement in the incident. PJ later confessed to all his crimes and was sentenced to a psycho-cube.

PJ later escaped when the Sisters of Death attacked Mega-City One. He made his way home but found both his parents dead, having committed suicide rather than be murdered by the dark judges. PJ conned the Urchison family, owners of Universal Armpit, into adopting him; PJ changed his face to complete his disguise should the judges come searching for him. As Junior Urchison, PJ was free to resume his psychopathic career once more. He was again imprisoned but used psychosuggestive drugs to convince his captors that another inmate was he, before escaping. When last heard of, PJ had fled abroad, disguised behind yet another face change

Game Play Twenty-Second Century juves - or any citizen - with the interest and motivation can learn the mechanics of advanced sciences or read subversive publications from the Megaweb, a large area of the information highway that the judges have not been able to completely regulate. Though the judges cannot stop the flow of data, they pay enough attention to the flow of material goods through the Mega-City postal system to identify harmful objects and chemicals that would-be subversives may have ordered over the Megaweb, thus preventing a felony before it can be properly planned. PJ Maybe's family had the wealth and industrial contacts to ensure his acquisition of goods from many different warehouses, drawing from such diverse and widespread sources that the combined and intended function of the components evaded detection

Project X

Car [4] **Gun** [6] **Hed** [4] **HtH** [5] **IQ** [3] **Psi** [2] **Spd** [5] **Str** [8] **Tek** [3] **Data** Project X is built for war; his skin has been toughened against attack [BA 3] and his hands are strong enough to gouge into rock-



crete [str 3, sca 2] **Weaponry** ripov blaster [ap3, sca 2], nuk-eski hand cannon [he5, sca 2] **Rap Sheet** Project X was the first in a series of genetically engineered super soldiers constructed by East-Meg Two as a last line of defence. Project X was composed of the body parts of the finest East-Meg One judges to serve in the Apocalypse War, augmented with a cybernetic skeleton and ursa DNA. Unfortunately, Project X chose to escape from his enforced captivity before his brain could have its behavioural faults corrected. He followed the root desire of the bodies that made him - the destruction of Mega-City One - and travelled across the world to challenge the judges there. Project X scaled the city wall bare-handed and devastated the wall guard before Judge Dredd exploited his only weak point - his head - and put a bullet in it, before tearing out Project X's cybernetic eyes and pushing him into a pool of fire. East-Meg Two sent two high ranking judges to personally apologise for the disaster; Dredd accepted their apology by executing both men on the spot

Rex Peters

Gun [0] **Hed** [3] **HtH** [5] **IQ** [1] **Psi** [1] **Spd** [5] **Str** [7] **Data** the statistics represent Rex Peters as 'Homo Tyrannosaurus'. His transformation was completed with the addition of fangs and claws [Dam 2] and a prehensile tail [Dam 2, temp], used to strangle victims **Rap Sheet** Cyril J. Ratfinkle, photocopier extraordinary, was present when his employers at Mega-Labs announced they were able to clone from the long-lost DNA of the infamous black tyrannosaurus rex Satanus. Tired of his lousy job prospects, Cyril attempted a little experiment. He fed Satanus's blood into the food of Rex Pe-



ters, a science graduate living below the lab where Cyril worked. In short order, Rex Peters began to develop reptilian characteristics such as the thirst for raw meat, and growing black scales on his body. Rex transformed into a creature half man, half Satanus. He ate his wife, killed Cyril, and went on a rampage in his sector. Rex tried unsuccessfully to commit suicide, but his reptile sense of self-preservation was too strong. Judge Dredd encountered 'Homo Tyrannosaurus' and shot it dead. The hybrid reverted back to human form as it died. Peters was able to thank Dredd for freeing him from his terrible condition. The story was over for Peters, but the blood of Satanus fell into criminal hands and was distilled to make the drug called T-Red [p26-27]

Rico Dredd

Car [4] **Gun** [5] **Hed** [6] **HtH** [5] **IQ** [4] **Psi** [0] **Spd** [3] **Str** [5] **Tek** [3] **Data** the statistics represent Rico after he escaped from Titan **Rap Sheet** Rico and Joseph Dredd were clones, born twelve apart, with Rico the first to emerge from the clone tank. From that moment on, Rico referred to Joseph as 'Little Joe.' The Dredds excelled at all Academy courses, though Rico was slightly faster on the draw than his younger brother. The two Dredd cadets went on a hotdog run into the Cursed Earth to pursue bandits in the radlands, but during the hunt, Rico fell through the floor of an abandoned building and sustained serious head injuries. When he was finally declared fit for duty, Joseph noted his brother's personality had changed, become less moral and more self-serving. Not long after the Dredds has graduated to full eagle, Rico started running an extortion racket among store-owners on his patrol route and spending the proceeds to buy a luxury-hab for himself and a series of girlfriends. Joe Dredd discovered the felony and arrested Rico. The elder Dredd was sentenced to Titan, but escaped and returned to Mega-City One to get revenge on his brother. He challenged Joseph to a gun-fight, but those years of labour on Titan had slowed Rico's reflexes and he was shot dead. Rico is survived by a daughter - Vienna - fathered while he was a Titan prisoner





Sabbat

Car [3] **Gun** [2] **Hed** [4] **HtH** [3] **IQ** [5] **Psi** [9] *necromancer* **Spd** [3] **Str** [5] **Tek** [3] **Data** Sabbat's str facet has been boosted by black magics. His necromantic powers are global in range, but take time to realise, hence Sabbat's quest for lodestones and other artefacts of psi-power to overcome his spiritual limitations and accelerate the effect of his spells. Sabbat was a master of undead science and could manipulate the spirits of living victims like putty; he forged a cloak out of the souls of his enemies. Sabbat could also shape-change into a variety of grisly forms with differing defensive attributes **Rap Sheet** Soppi Walters was born on Osborne's World in the latter quarter of the Twenty-Second Century. Bullied at school, Soppi sought out an old witch called Baggie, for the power to have power over his annoyances. Soppi killed Baggie and stole her powers, favouring those of necromancy which he used to kill the chief bully and then reanimate him as a zombie servant. Later, Soppi left his homeworld to study under the powerful black magic practitioner Murd the Oppressor. He left with the title of Sabbat and awesomely enhanced powers of necromancy which he used to turn the planet Bethsheba into a zombie world. Sabbat fled through a time portal to escape Search & destroy agent Johnny Alpha to the year 2114, where Sabbat thought he was now safe to continue his perverse experiments into the re-animation of dead flesh

Sabbat had brought a lodestone with him to increase his power. He installed it in the Radlands of Ji under massed zombie protection and then set about resurrecting the world's dead as flesh eating zombies. One by

one the mega-cities were overrun by endless hordes of undead and had to be nuked to stem the tide of Sabbat's forces. The world's toughest judges teamed up to attack Sabbat's Ji lair, assisted by Johnny Alpha, who had tracked Sabbat through time. Judge Dredd and Alpha defeated Sabbat by impaling his severed head atop the lodestone, which severely hampered his powers. Sabbat and lodestone are now held within an underground cell encased in null shields, though fragments of Sabbat's power are still potent enough to animate zombies in the Undercity **Game Play** Rogue psykers are detailed further in the Rookies Guide to Psi-Talent, a vast catalogue of psi-powers for the D20 system and a valuable source of background material concerning psyker subgroups and their capabilities

Shojan & The Seven Samurai

Car [3] **Gun** [3] **Hed** [5] **HtH** [4] **IQ** [5] **Psi** [8] *psi-warlord* **Spd** [4] **Str** [4] **Tek** [3] **Data** Shojan possessed telekinetic powers which he used to repulse enemies and manipulate objects; his speciality was causing the heads of others to explode. Shojan could teleport himself and up to eight others to any location within an eight miles radius of his person. He could instantly raise psi-shields to deflect oncoming attack; the higher the shield strength [BA 2-10], the more concentration it demanded of Shojan **Rap Sheet** Shojan, psi-mystic of the tenth dan, was the most powerful psi-warlord to have ever emerged from the Radlands of Ji. He used his powers for criminal gain and now had plans to extend his empire into Mega-City One, a fast-evolving nexus of psi-power. To do this, Shojan summoned through a blood sacrifice the seven samurai, the mighty spirits of Japanese warriors long dead. The samurai struck terror into the citizens



of Mega-City One, slaying all who defied their master's will and decimating the justice Department's ranks. Omar, chief of Psi-Division, sacrificed himself to defeat Shojan by using the ultimately lethal psi-amplifier to boost his powers beyond those of the psi-warlord. As Shojan's psi-shields faltered, Judge Dredd was able to kill Shojan with one of his samurai's discarded throwing stars **Game Play** Rogue psykers are detailed further in the Rookies Guide to Psi-Talent

Spikes Harvey Rotten

Car [4/6*] **Gun** [4] **Hed** [5] **HtH** [4] **IQ** [3] **Psi** [0] **Spd** [4] **Str** [4] **Tek** [3] **Data** *street bike **Rap Sheet** this miscreant came to Judge Dredd's attention when he won the Mega-City 5000, an illegal street bike race that bisected the city straight down the middle, with no mind for traffic laws or pedestrian safety. Spikes was arrested for his part in the race, but later released on condition that he accompany Judge Dredd's dangerous journey across the Cursed earth as outrider to deliver a vital vaccine to the plague-ridden Mega-City Two. Despite their mutual loathing, Spikes and Judge Dredd came to respect one another's abilities and braved many death traps. Spikes was fated not to see Mega-City Two; he was killed during a pitched battle against legions of reactivated mek-troopers in



Death Valley **Game Play** properly cultivated, reformed criminals are perhaps the greatest human weapon the judges have against crime; like narks they are informants willing to provide incriminating evidence against their past colleagues. Unlike narks, reformers will actively use their skills and talents against the underworld rather than hiding behind an armed guard, giving evidence

Stan Lee

Car [3] **Gun** [3] **Hed** [6] **HtH** [5*] **IQ** [3] **Psi** [1] **Spd** [5] **Str** [4] **Tek** [3] **Data** *Stan Lee - aka 'Death Fist' - is a martial arts master; his Fig facet is raised to 7 when using his trademark skills **Rap Sheet** An elite mob enforcer and assassin, Stan Lee's talents saw him lifted from a life of poverty outside the Radands of Ji into first the heights of Sino-City One crime society, then the underworld of Mega-City One. Lee's reputation went through the roof when he soundly defeated Judge Dredd in combat, but the next time they fought, Dredd was ready and used every dirty trick in the book to bring Lee down. The assassin now spends his days punching padded walls in solitary confinement. Lee's protégé Wu Wang came to Mega-City One to punish Dredd for entrapping her master, but was similarly



humiliated **Game Play** martial artists are very rarely encountered in the Judge Dredd comic strip, probably because in most circumstances the judges can simply pull out their Lawgiver and shoot them, but should their approach and timing be just right, these screaming, fist whirling maniacs can make muncemeat out of Mega-City's finest. Player character martial arts experts can recreate their favourite manga or Japanimation stories, portraying hi-tech martial artists beating the drek out of robots, gangsters and giant mutants

Vitus Dance



Car [2] Gun [2] Hed [6] HtH [3] IQ [4] Psi [7] teledominat Spd [3] Str [4] Tek [2] Data
Dance believed he was the messiah returned, the true son of Grud. He injected himself with rad-scorpion venom to heighten his awareness, much as a shaman might ingest drugs to 'travel' into spiritual planes. During his incarceration, Dance's religious delusions became extreme - he used his powers to dominate others and force them to worship him **Rap Sheet** Vitus

Dance was the greatest assassin in the Cursed Earth. He was kept on the retainer of the Mega-City Frendz, using his mind control powers to enter Mega-City One, make the kill, collect the payment and then leave without detection. Dance was captured, but escaped by using his mind control powers on his iso-wardens. He feigned death several times to fool his persecutors into lowering their guard before escaping yet again. Dance made a fatal mistake in seeking revenge on Nero Narcos, former employer, for leaving him to rot in the cubes him, bringing Dance into the public eye. Judge Dredd tracked the psi-assassin down, but Dance tricked Dredd into thinking he had drowned the mutant when in fact Vitus was planning his escape. Dredd discovered the deception and had Vitus shot dead with five rounds to make certain of his demise **Game**

Play Rogue psykers are detailed further in the Rookies Guide to Psi-Talent

War Marshal Kazan

Car [3] Gun [3] Hed [5] HtH [3] IQ [5] Psi [0] Spd [3] Str [4] Tek [4] Data Kazan's eyes were damaged during an attack against a cell of Volgan rebels; Kazan was forced to wear special goggles to shield his sensitive eyes from sunlight for the rest of his life **Rap Sheet** Kazan was the commander of the East-Meg One forces that invaded Mega-City One in 2104, but his ambition was greater - Kazan plotted to overthrow the ruling Diktatorat and have East-Meg One to himself, as well as all the spoils of war against the decadent American mega-cities. Kazan assassinated Supreme Judge Bulgarin and the rest of the Diktatorat, transferring command of the Sov-Block to Kazan's strato-v battleship until Kazan had conquered Mega-City One and could return home to be formally written into the ruling constitution. However, the tide of the war turned against East-Meg One and Kazan not only saw the nuclear destruction of his home city, but was also betrayed by his chief aide. Kazan was executed by Judge Dredd, who officially declared the Apocalypse War over. In 2123, a Kazan from another dimension joined a parallel dimension Chief Judge Cal in staging yet another invasion of Mega-City One, but was again soundly defeated



MEGA SPEAK



Introduction

This final chapter lists the most common terms and slang words used by the citizens and criminals of Mega-City One, compiling material from the Judge Dredd Rulebook with comic strip and original sources

Criminal Jargon

Airmail high altitude attacks against judges or rival criminals

Banker one who receives and holds credits made from drug deals

Bat Perp Criminal who employs batgliders commit felonies. Bat-Muggers steal while on the wing, while Bat-Burglars fly into apartments to rob them

Bite Fighter illegal combative sport where fighters seek to severely injure or kill their opponent

Blank low quality drug

Blitzer assassin rigged with an explosive booby-trap triggered should the blitzer face capture

Block War conflict between two or more cityblocks

Blued to have been murdered

Body Sharking illegal trade in living humans destined for slavery or medical experimentation. Those who run body sharking rings are called *body brokers*

Boinger a citizen who flouts the law by Boinging outdoors

Button Man mob soldier

Candy Daddy pimp

Chop Shop locale where bodies are dissembled for organ-legging

Chowderhead drug addict

Chump Dumping scam where criminals con gullible citizens into paying huge amounts of money for

travel to an imaginary exotic destination, only to be dumped at great height, over a remote locale, or sold into slavery for greater profit

Comic-Running Comic books are illegal in Mega-City One for their perceived ability to deprave juves. Comic runners sell old comics for high prices on the black market

Dip pickpocket, also known as a *dunk*

Exo-Men criminals who rob banks dressed in armoured exo-suits for protection and added strength

Fall Guy one who goes to prison on behalf of another to collect a large pay out once his sentence is over

Fem-Gang all-girl street gang identified by its muscular physiques and preference for black leather

Fixer crime family arranger

Futsie a victim of 'Future Shock Syndrome', a nervous breakdown caused by the strains of Mega-City One life

Gangbanger gang member

Goon henchman

Grease credits

Gump minor criminal

Hacker megaweb infiltrator

Heister armed robber

Holiday Special citizens smuggling contraband into Mega-City One on their way back from a vacation

Jay judge

Jimpping one who impersonates judges for criminal gain

Leaper suicide jumper

Lowstreet Doc unlicensed physician

Mindbender drug party

Mule drug courier

Numbers Racket the illegal practice of altering another's computer system to secretly pay large amounts of money into a different bank account

Organ-Legging illegal trade in fresh human body parts for transplant purposes

Ped-Hog unruly pedestrian

Perp Running operation to smuggle criminals out of Mega-City One beyond the reach of the judges

Pongo con-man

Prankster one who delights in causing mayhem and destruction

Psyker criminal possessing psychic powers; also known as a *psyko*

RAMraider one who designs computer viruses to seek out and kill RAMpots

Rat Baiting illegal sport of pitting rats violently against each other for money

Red Light Gang gumps who rob ground cars parked at stop lights

Resyk Stamp murder weapon

Robo-Thief thieves who steal robots, wipe their memory chips and then respray them ready to sell on to unsuspecting customers

Scrawler graffiti artist

Sky Heist hijacking of a hover vehicle

Sky Hog nuisance hoverpilot

Slabfighter hand to hand streetfighter

Slabwalker prostitute

Slowster vehicle travelling at an illegally slow speed

Speedster vehicle travelling at an illegally high speed

Spugbug nuisance party game where participants make hoax vidphone calls to strangers

Surf Shark criminals using powerboards to commit crimes

Sparechanging begging, illegal in Mega-City One

Spont Spontaneous Confessor; citizen who confesses to crimes he did not commit

Stanley one habitually using stanimene

Stookie Glanding illegal trade in adifax, and anti-aging chemical forcibly obtained from the stookie species

Street Pirates teams of armed raiders who board large moving vehicles to steal all their valuables

Tap Mugger

Vi-Monger dealer in obscenely violent media

Wall Hopper mutants who enter Mega-City One illegally

Wreckers teams of armed raiders who block off roads to steal valuables from the stalled traffic

Expletives

This section places the translation before the Twenty-Second Century word for ease of reference

Idiot bambo, dingbat, drokkbucket, flipoid, geek, gink, mugglie, ninco, spugwit, twonk

Bastard bastich [bastard is also used]

Bitch slitch [bitch is also used]

F*ckling dok, drokkling]

Get Lost flake off

God Grud

Hooray hoojie paloogie

Jesus Christ Jovus Grud

Oh Dear crem[ola], holy karoly, moley, oh my gripe, shikes

Shit drek, stomm

Ugly Person mutant, sump

Wimp pencil neck

General Jargon

Chub-Up to have a party

Hab cityblock apartment

HV hover vehicle

PB [vid]-phone booth

Pranger out of control air-vehicle

Rumble gang warfare

Sheen one's personal vehicle

Skunged to have been destroyed

Uggybuggy punk's term of affection for his vehicle

Social Groups

Batter batglider

Biz-Cit businessperson

Citi-Def citizen militia

DP homeless citizen

Fattie one who is deliberately heavily overweight so that he might compete in eating contests

Freehacker journalist

Golden Girl / Boy upper-class prostitute

Juve youngster up to the age of 12

Lurker vagrant who steals to survive

Med-tech civilian medic

Neo-Luddite one who hates and fears hi-tech

Plonko alcoholic

Puglie punk who underwent uglification treatment

Punk hooligan between the ages of 17-25

RAMpot megaweb addict permanently jacked into a computer terminal

Simp one who deliberately acts and dresses like a fool

Slammer boxer

Slosher one who cleans for a living

Slug Vendor newsagent

Slummie lowest social classification in Mega-City One, the dregs of society

Spug a youngster between 13-16 years of age

Stude student

Tag King champion scrawler

Tongue Stud ladies' man

Trendo fashion victim

Vag vagrant

Verminator elite pest control officer

Vidder tri-d addict

Weirdie one whose body is extensively surgically altered to stand out from the crowd