

JUDGE DREDD

WE ARE THE LAW



OD

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Contents



Judge Outlines **3**

a complete list of Mega-City One judges, with a departmental uniform guide



Justice Technology **6**

adapting D20 judge material to the Out-Draw rules, plus brand new items



New Material **12**

outlines for Genetic Infantrymen and silencer assassins, and data concerning the *Justice*-series transports



Hall of Heroes **16**

profiles of the most famous Mega-City One judges



Black Museum **21**

profiles for the most *infamous* Mega-City One judges



Titan **24**

sourcebook detailing the dreaded Justice Department penal colony



Dredd's Compartment **30**

selected excerpts from the handbook every judge should have in his dorm locker



Penal Codes **XX**

sentencing guidelines replacing those in the *Judge Dredd Rulebook*



Judge Jargon **XX**

terminology used by Mega-City One judges, and a catalogue of street judge field gear

JUDGE OUTLINES



Introduction

The OutDraw rules allows players to select judges of any description and any physical age without first having to gain any prerequisite skills and ranks, ensuring that players are able to create characters close in stature to the heroes of the *Judge Dredd* comic strip. This rule also fits the nature of the comic strip, in that judges leave the Academy of Law already settled in their specialist profession without first having to do time as a street judge; Academy training has already schooled judges in this facet of their lives



Acc-Judge

Car [2/3] **Fig** [2/3] **IQ** [3/4] **Psi** [0/1] **Spd** [2/3] **Str** [2/3] **Tek** [3/5] **Weapons** Lawgiver Mk1a, bootknife
Equipment street judge armour, calculator, audit droid

Lawgivers on a day to day basis, but will be armed with such if called to enter combat, for example to defend the sector house



Cadet Judge

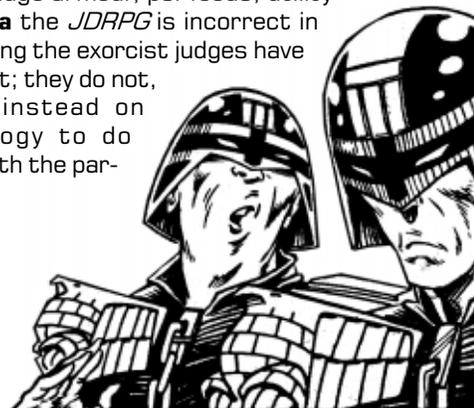
Car [1/3] **Fig** [1/3] **IQ** [2/4] **Psi** [0/1] **Spd** [3/4] **Str** [2/3] **Tek** [2/3] **Weapons** Lawgiver Mk2, bootknife
Equipment cadet judge armour, utility belt
Vehicle Small-master

Desk Judge

Car [2/3] **Fig** [2/3] **IQ** [2/4] **Psi** [0/1] **Spd** [2/3] **Str** [2/4] **Tek** [3/5] **Weapons** Lawgiver Mk1a
Equipment desk judge uniform, datapad
Data desk judges do not carry

Exorcist Judge

Car [2/3] **Fig** [2/4] **IQ** [3/5] **Psi** [0/2] **Spd** [2/4] **Str** [2/4] **Tek** [3/5] **Weapons** Lawgiver (silver-tipped rounds), silver bootknife
Equipment customised street judge armour, psi-focus, utility belt
Data the *JDRPG* is incorrect in suggesting the exorcist judges have psi-talent; they do not, relying instead on technology to do battle with the paranormal





Heavy Weapons & Riot Judge

Car [3/4] **Fig** [5/6] **IQ** [3/4] **Psi** [0/1] **Spd** [2/4] **Str** [3/6] **Tek** [3/4] **Weapons** rifle or heavy weapon **Equipment** riot armour, riot shield, ammunition packs, utility belt

Holocaust Squad Judge

Car [2/5] **Fig** [4/5] **IQ** [2/4] **Psi** [0/1] **Spd** [3/5] **Str** [3/6] **Tek** [3/5] **Weapons** whatever is necessary **Equipment** holocaust suit (HS/1 or HS/2), modular repair kit, utility belt

Iso-Warden

Car [2/3] **Fig** [4/5] **IQ** [3/4] **Psi** [0/1] **Spd** [2/4] **Str** [3/6] **Tek** [2/3] **Weapons** electro-prod **Equipment** street judge armour, utility belt

Med-Judge

Car [2/3] **Fig** [2/3] **IQ** [3/5] **Psi** [0/1] **Spd** [2/3] **Str** [2/3] **Tek** [3/5] **Weapons** Lawgiver Mk1a, bootknife **Equipment** customised street judge armour, advanced medipack, utility belt



Psi-Judge

Car [2/3] **Fig** [3/4] **IQ** [2/5] **Psi** [4/6] *specialisation* **Spd** [2/4] **Str** [2/3] **Tek** [2/5] **Weapons** Lawgiver, silver bootknife **Equipment** street judge armour, utility belt



Pursuit Squad & Sky Patrol Judge

Car [4/6] **Fig** [2/4] **IQ** [3/4] **Psi** [0/1] **Spd** [2/4] **Str** [3/4] **Tek** [3/5] **Weapons** Lawgiver Mk1a, bootknife **Equipment** crash suit, c-JD jet pack (same stats as civilian model, Spd 8), utility belt **Data** Pursuit Squad drivers are not all recruited from the Academy of Law; citizens displaying exceptional driving skills have been known to be offered employment alongside fully-fledged judges

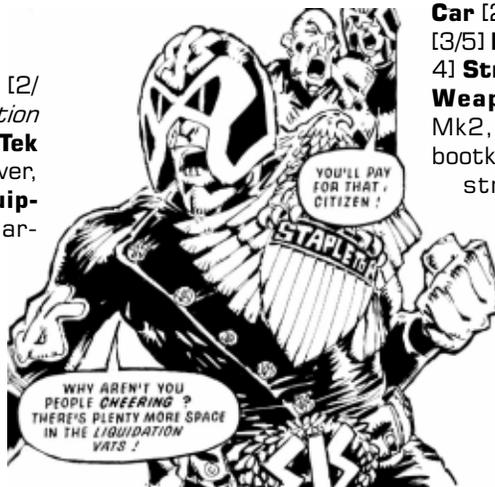
Rookie Judge

Car [3/4] **Fig** [3/4] **IQ** [3/5] **Psi** [0/1] **Spd** [3/5] **Str** [3/5] **Tek** [3/4] **Weapons** Lawgiver Mk2, bootknife **Equipment** street judge armour with rookie's white helmet and half eagle badge, utility belt



SJS Judge

Car [2/4] **Fig** [4/5] **IQ** [3/5] **Psi** [0/1] **Spd** [2/4] **Str** [3/5] **Tek** [3/4] **Weapons** Lawgiver Mk2, electro-prod, bootknife **Equipment** street judge armour, SJS helmet radio, judge hound, utility belt





Street & Wally Squad Judge

Car [3/4] **Fig** [5/6] **IQ** [3/5] **Psi** [0/1] **Spd** [3/5] **Str** [3/6] **Tek** [3/4] **Weaponry** Lawgiver Mk2, bootknife, daystick **Equipment** street judge armour, utility belt

Tek & PSU Judge

Car [3/4] **Fig** [2/3] **IQ** [3/5] **Psi** [0/1] **Spd** [2/4] **Str** [2/3] **Tek** [3/6] **Weapons** Lawgiver Mk1a, bootknife **Equipment** street judge armour, micro forensics lab, scanalyser; [PSU] desk judge uniform, datapad, utility belt



special chemical squad judge



judge tutor



JUSTICE TECHNOLOGY

Introduction

The following chapter provides Outdraw statistics for all the D20 judge-based material published in the Mongoose JDRPG books. New additions tied to features exclusive to this book are sprinkled throughout

Weapons (guns)

Key

a [automatic] **ap** [armour piercing] **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] **ship** [same scale as ship] **st** [stun] **veh** [same scale as vehicle]

	Dam	Mod	Ran	Sca
Antipersonnel Laser Cannon	e4	s	m	1
Antipersonnel Machine Gun	se3	a	m	1
Aqua Cannon	e4	s	m	2
Autogun	se3	sa	s	1
Bike Cannon	se3	sa/a	m	2
Blazooka [missile launcher]	se3 ap4 h3	s	m	2
Blockbuster Cannon [shells]	he5 in2/3/4 st3	s	m	3
Clearcoast Wall Gun [shells]	se3	sa/a	m	2
Cyclops Laser Cannon	e2 [l] e3 [m] e4 [h]	s	s [l] m [m] m [h]	2
Daggercloud [flechette]	ap4	sa/a	s	1
Deadshot Sniper Rifle	se3	s	m	1
- no called shot penalties				
Electra-zap Gun	st2	s	s	1

	Dam	Mod	Ran	Sca
Fast Action Laser Cannon	e4	s	l	3
Fire Foam Jet	*		m	2
* extinguishes 4 points of fire damage				
Hi-Intensity Laser Cannon	e4	s	m	2
Hornet Hand Cannon	se3	sa/a	m	1
Hydra Laser Cannon	e2 [l] e3 [m] e4 [h]	sa	s	2
Judgementbringer	ap4 he5 in2/3/4 se3	s/sa	m	2
- Str 5+ to use				
Laser Cannon [space]	e4	s	l	ship
Lawbringer	e4	s	m	3
- Str 4+ to use				
Lawgiver Mk1	ap4/he5 hs3 in2/3/4 rr3/se3	s/sa	m	1

- palm scanner w/th self-destruct (automatic called shot hit to gunhand)
Note that Mk1 uses special heatseeker rounds that do not fit into the Mk1 magazine, but clip onto barrel

Lawgiver Mk1a se3 s m 1
- palm scanner w/th self-destruct (automatic called shot hit to gunhand)



Speciality Rounds



Heatseeker draw card; automatic hit on 1-7, hits wrong target on 8-10. If the player plays a joker, the heatseeker turns about and hit him! the heatseeker may only be used on targets travelling beyond line of sight. The Chief is advised to limit the number of HS his players have at their disposal to maintain game balance

Incendiary 2/3/4 damage, increasing one rank per ten seconds *after* ignition up to maximum of 4 damage

Ricochet draw card for number of attacks per RR shot in enclosed space [Fig 3 vs. target Spd for each attack draw [-2 to defender]

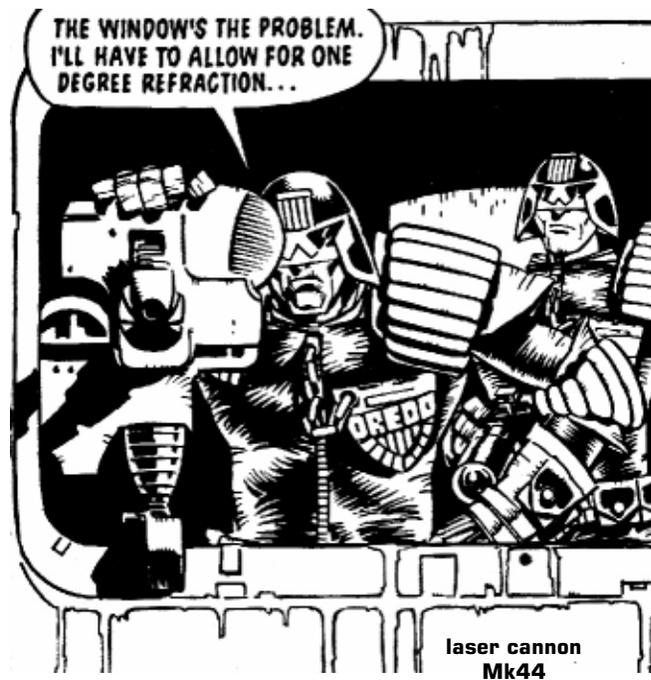
	Dam	Mod	Ran	Sca
Lawgiver Mk2	ap4/he5 hs3/st3 in2/3/4 rr3/se3	s/sa	m	1
- TAS, palm scanner w/th self-destruct (automatic called shot hit to gunhand)				
Lawrod (shell)	ap3/he5 in2/3/4 rr3/se3	s/sa	m	2
- palm scanner w/th self-destruct (automatic called shot hit to gunhand)				
Long Gun	se3	s	l	1
- cancels called shot/long range penalties				
Magnon Pulsar	st4	s	s	2
- stun 2 to humans				
Laser Cannon Mk44	e4	s	m	1
Pacifier (plasteen round)	st3	s/sa	m	2
Riot Foam Gun	str3	s	s	3
Riot Foam Jet	str3	a	m	3
Scatterblaster	e2/4*	s	m	2
- * variable beam intensity				
Shot Blaster (cartridge)	se3	s	m	2
- palm scanner w/th self-destruct (automatic called shot hit to gunhand)				
Street Cannon (shell)	fl1 se3 st3	s/sa	m	2
Stub Gun	e4	s	l	3
Stumm Gas Dispenser	st3	a	m	3
Tractor Gun	*	*	s	veh
* see notes				
Widowmaker (plasteen/se)	se3/st3	a	m	1

Laser Cannon Mk44

Data the Mk44 is the technical name for the Griffin laser cannon. It functions as a pinpoint, low-powered energy weapon perfect for pinpoint strikes

Scatterblaster

Data the scatterblaster supersedes the venerable scattergun as the street judge's back-up weapon of choice. It replaces buckshot with a packet of loosely bound energy streams that can incapacitate multiple opponents within ten metres with a single blast [e2, sca 2], or be refocused for greater range and a tighter beam, resulting in increased damage [e3-5, sca 2]. The scatterblaster is held in reserve for action against unusual opponents such as energy creatures and widely distributed opponents in locations where the judge cannot bring his Lawmaster's Cyclops laser cannon to bear



Stub Gun

Data the stub gun's beam is tightly focused and can cut through most materials with ease. However, the stub gun is notoriously unstable and may explode. The Chief must warn the player as the weapon begins to heat up. If the player still wishes to use the gun, draw a card every time another shot is fired; on a 8-10, the stub gun explodes, dealing e5 damage to the user and e2 to all standing within 5 metres of the blast area

Tractor Gun & Cannon

Mod chain and grapple or continuous beam **Data** the tractor weapons use chain and magnetic grapple (tractor gun), or magnetic energy (tractor cannon) to ensnare vehicles and other large metallic objects. The chain/beam retract, pulling the captured object along with it. A tractor weapon's Str rank is equal to the scale of the vehicle it is mounted on, and can restrain vehicles of equal or lesser rank. A vehicle attempting to escape the tractor lock must to make an opposed draw (Sca vs. Sca). Only one such roll can be made while the captive vehicle is restrained

Weapons (melee)

	Dam	Mod	Ran	Sca
Bootknife	3	-	-	1
Daystick	st2	-	-	1
Electro-prod	st3	-	-	1

Weapons (explosive)

	Dam	Mod	Ran	Sca
Plasteen Hi-Ex Charge	he5	-	-	2
Stumm Grenade	st3	-	-	2

Equipment

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

Birdie Lie Detector

Data the Games Master decides what the result of a lie detector test will be to suit the direction he wishes his players to follow

Electro-Cordon

Dam stun (3) **Sca** [2]

Body Armour



Crash Suit	h3	c*	a*	l*
* reduces crash damage only by -2				
GI Armour	h3	c3	a3	l3
Holocaust (HS/1)	h2*	c1*	a1*	l1*
* scale 2				
Holocaust (HS/2)	h5*	c5*	a5*	l5*
* scale 2				
Riot Armour*	h3	c1	a1	l1
* also worn by heavy weapons judges				
Street/Cadet/Rookie Judge	h3	c-	a1	l1

Flare Gun

Dam energy (1) **Ran** [m] **Sca** [1] **Data** the flare gun replaces the bike cannon flare round. It is a small, handheld pistol stored in the Lawmaster stowage pod

Fire Foam

Ran [s] **Sca** [1] **Data** extinguishes 3 points of fire damage

Medipacks

The **basic** medipack increases all reduced facets by one rank, up to their original maximum. It instantly restores consciousness to stunned characters, negating all stun damage and increasing their IQ to one, from which point the IQ heals as per the normal OD rules. The **advanced** medipack [AM] restores all facets by two ranks, again to their original maximum. Like the basic medipack, the AM cures stunned characters, but brings their IQ up to 2 or their original IQ, whichever is highest

Micro Forensics Lab

Data the Chief determines how effective this device is at analysing any given substance

Override Card

Data defeats any lock at the Chief's discretion

Pollution Meter

Data detects any airborne particles at the Chief's discretion

Rad-Cloak

Data the Chief decides when the rad-cloak's outer coating is totally burnt away by radiation; the more intense the radiation, the shorter the period of protection offered

Remote

Sca [1] **Spd** [4] **Str** [2]

Vehicles

The Chief is free to decide crew and passenger complement to suit the scale of his adventures and number of players, or take specifications from the GW or D20 Dredd books

A-Wagon

Pro [5] **Sca** [2] **Spd** [13/8 underwater] **Weapons** hi-ex missile launcher

Banshee Pursuit Interceptor

IQ [1] **Pro** [3] **Sca** [2] **Spd** [12] **Weapons** dead key, tractor gun

Fire Wagon

Pro [3] **Sca** [2] **Spd** [3] **Equipment** advanced firefighting equipment, fire foam jet

Gunbird

Pro [4] **Sca** [2] **Spd** [13] **Weapons** 2 cluster bombs, 2 hi-ex missile launchers, 4 hi-intensity laser cannon, 1 urban nuke

H-Wagon

Pro [4] **Sca** [3] **Spd** [3] **Weapons** [2] hi-ex missile launchers, 3 Cyclops laser cannon

HH-Wagon

Pro [4] **Sca** [3] **Spd** [12] **Weapons** 2 cluster bombs, 4 hi-ex missile launchers **Equipment** 8 Lawmasters, 1 omni tank (mission profile allowing)

iCON Wagon

Pro [4] **Sca** [3] **Spd** [15] **Weapons** [2] cyclops laser cannon, 2 hi-ex missile launchers, 2 stealth missiles **Equipment** 4 yo-yo recon bikes

Killdozer

Pro [5] **Sca** [2] **Siz** [5] **Spd** [9] **Weapons**: 1 fast action laser cannon, 3 nemesis rocket launchers, 2 street cannon

Lawmaster Mk3

IQ [3] **Pro** [3] **Sca** [2] **Spd** [12] **Weapons** 2 bike cannon, 1 Cyclops laser cannon, scattergun **Equipment** bike cannon magazines, binoculars, cling net, fire foam, flare gun, flashlight, handcuffs, Lawgiver magazines, medipack, plasteen hi-ex charges, rad-cloak, scattergun cartridges and k-rations **Data** cadet judges ride a scaled down version [no hardmounted weaponry] nicknamed the 'Smallmaster'

Lawmaster Quasar

IQ [3] **Pro** [3] **Sca** [2] **Spd** [12] **Weapons** 2 bike cannon, 1 high-ex missile cannon, 1 Hydra laser cannon, scattergun **Equipment** bike cannon magazines, binoculars, cling net, fire foam, flare gun, flashlight, handcuffs, Lawgiver magazines, medipack, plasteen hi-ex charges, hi-ex missiles, rad-cloak, scattergun cartridges and y-rations **Data** the Quasar is the vehicle of choice for Cursed Earth circuit judges

Lawpod

Pro [2] **Sca** [2] **Spd** [9]

Limpet Pod

Pro [5] **Sca** [2] **Spd** [14]

Manta Prowl Tank

Pro [4] **Sca** [2] **Spd** [9] **Weapons** 1 anti-personnel laser cannon, 1 high intensity laser cannon, riot foam jets, stumm gas dispensers **Equipment** 4 Lawmasters

Med-Wagon

Pro [3] **Sca** [2] **Spd** [3] **Data** the D20 JDRPG incorrectly refers to the med-wagon as an ambulance



Modular Fighting Unit Mk1

Pro [5] **Sca** [2] **Spd** [9] **Weapons** [2] anti-personnel machine guns

Omni Tank

Pro [5] **Sca** [2] **Spd** [8] **Weapons** 4 autoguns, 1 blockbuster cannon

Parajet

Pro [3] **Sca** [1] **Spd** [9]



Pat-Wagon

Pro [3] **Sca** [2] **Spd** [9] **Weaponry** 1 street cannon

People Plough

Pro [5] **Sca** [2] **Spd** [8]

Ram Raider

Pro 5 (front ram), 2 (shell) **Sca** [2] **Spd** [9]

SKUNK & MONK

Pro [4] **Sca** [3] **Spd** [3 (land), 8 (underwater)] **Weapons** 4 aqua cannon, 10 hi-ex missile launchers **Data** the MONK station has a majority robot crew

S-Wagon

Pro 3 **Sca** 2 **Spd** 13

ToxBuster

Pro [2] **Sca** [3] **Spd** [9] **Weaponry** 1 chemical neutraliser cannon

Yo Yo

Pro [3] **Sca** [3] **Spd** [10]

Robots

Audit Droid

Fig [3] **IQ** [4] **Pro** [2] **Sca** [1] **Spd** [4] **Weapons** electra-zap gun

Bomb Sniffer

IQ [1] **Pro** [5] **Sca** [1] **Spd** [4] **Data** variable beam sensors and small profile designed to locate well-hidden explosives



GO-4 Bot

Car [3] **IQ** [2] **Pro** [2] **Sca** [1] **Spd** [2] **Str** [2]

Gunmek

Fig [3] **IQ** [2] **Pro** [4] **Sca** [1] **Spd** [3] **Str** [4] **Weapons** as provided by the Justice Department Armoury

The Mechanismo Project

The Mechanismo Mk1 in 2114, with concerns about the decimation of the Justice Department in disasters such as the Zombie War, Chief Judge McGruder instigated the Mechanismo Project, the creation of robot judges called mechanismos, designed to supplement the limited numbers of street judges. The robots' personality chip was based on Judge Dredd's own behaviour patterns

The mechanismos were fitted with aggression chips and designed to think independently and make their

own judgements on crime, but problems with the chips caused three robots to run amok and kill several citizens. The mechanisms were withdrawn from service. **The Mechanismo Mk2** a year after the failure of the original project, Chief Judge McGruder revealed that the mechanisms were undergoing modification, with fail-safes added to prevent the behavioural inhibitors from overheating and less autonomous control. The Mk2 currently serves aboard Justice Department spacecraft; to date, there have been no major malfunctions

Note the RGJD incorrectly lists the present day mechanismo as being Mk1a, when in fact it is the Mk2

Mk1 / Mk2

Fig [4] **IQ** [2] **Pro** [4] **Sca** [2] **Spd** [2] **Str** [8]
Weapons hand bombs, 2 hand lasers (energy 4, sca 1), Judgementbringer, missile launcher (homer, sca 2), Stumm gas launcher **Equipment** bleepers, cling net, handcuffs, modified Lawmaster

The Mechanismo Mk2a This improved model was taller and sleeker, with a streamlined, stylised helmet and black bodyshell. For the first time, the mechanisms were given names instead of numbers, named after the presidents of old America. The Mk1's weapon systems were removed, substituted with a Lawgiver Mk2. The robot's computer brain was greatly improved, increasing speed and accuracy. In addition to the standard systems, the Mk2a was fitted with a vocal synthesiser that could imitate any voice with ninety-nine percent accuracy

Mk2a

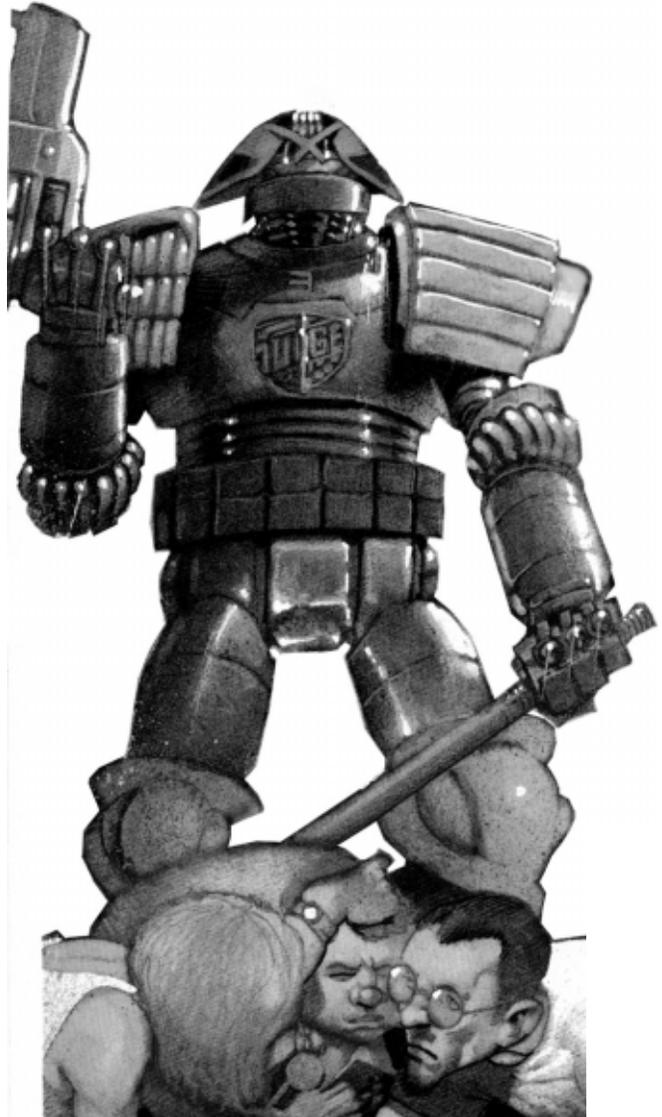
Fig [5] **IQ** [2] **Pro** [4] **Sca** [2] **Spd** [3] **Str** [8]
Weapons 2 hand lasers (energy 4, sca 1), Lawgiver Mk2 **Equipment** Bleepers, cling net, handcuffs

War Droid NIX-1

Fig [4] **IQ** [1] **Pro** [5] **Sca** [1] **Spd** [2] **Str** [5] **Weapons** 2 street cannon

Sniffer Dog

Fig [4] **IQ** [1] **Pro** [2] **Sca** [1] **Spd** [7] **Data** the sniffer dog is a robot built to assist Customs & Immigration judges in their search for smuggled contraband in the possession of visitors to Mega-



City One, or those leaving the city. The sniffer dog's electronic brain is patterned after that possessed by the all but extinct mammalian dog; it can obey a wide range of verbal commands issued by its handler and retrieve small items indicated by the handler. Powerful sensors built into the sniffer dog's nose can locate illegal drugs and the ingredients thereof in their isolated state at a distance of three metres. On occasion, quite benign chemical packages have confused the sniffer's recognition program, leading to embarrassing arrests and uncomfortable strip searches being performed on innocent citizens

Spy-in-the-Sky

Pro [2] **Sca** [1] **Spd** [7]



NEW MATERIAL

Judge Outlines

Genetic Infantryman



Car [2/3] **Fig** [5/6] **IQ** [2/4] **Psi** [0/0] **Spd** [5/7] **Str** [6/7] **Tek** [3/4]
Weapons slaughterhouse rifle, batterfingers, las-knife **Equipment** GI armour, angel jet pack

Data the GI armour is a sealed unit, protection against biological, chemical and to a limited extent the radioactivity associated with hotspots, though the armour cannot withstand the force of a close-range nuclear strike. The helmet has a glasteel viewplate with infrared visor and radio through which the wearer can communicate with his comrades and his mother-ship. The GI armour is bulky,

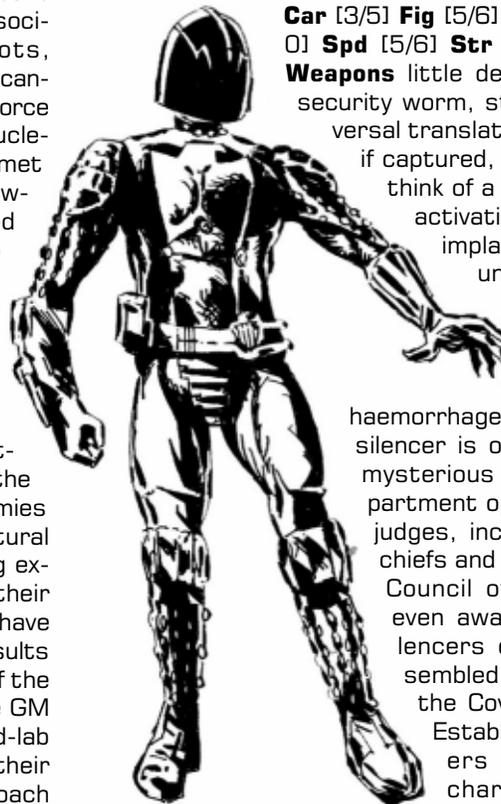
but servomotors in the elbow and knee joints allow the wearer to move without restriction

Rap Sheet the GIs are the Justice Department's ultimate soldiers, men selected from the toughest of the interplanetary Space Corp armies and given animal genes to enhance their natural abilities. GIs begin their career by undergoing exhaustive medical examinations to determine their health and mental state, conditions that may have changed or deteriorated since their medical results prior to their signing up for Space Corp duty. If the subjects are considered fit enough to receive GM augmentation, they are taken to a secret med-lab deep within the Grand Hall of Justice where their bodies are charged with leopard and cockroach

genes to enhance their already impressive strength, agility, perception and endurance.

The GIs are then schooled in the threats that await them on Earth and drilled to exhaustion - if such a thing is possible for a GI - in a Cursed Earth training camp - codenamed Woodstock. The GIs are provided with state of the art equipment and weaponry. When duty calls, stealth iCON wagons ferry the GIs to their target zones. The GIs are designed for one task - to kill and destroy - a role they execute better than any other military force on Earth.

Silencer



Car [3/5] **Fig** [5/6] **IQ** [3/4] **Psi** [0/0] **Spd** [5/6] **Str** [3/4] **Tek** [4/5]
Weapons little death **Equipment** security worm, stealth suit, universal translator implant **Data**

if captured, the silencer will think of a numerical code, activating a brain bomb implant tied into his universal translator, causing him to instantly die of a fatal brain haemorrhage **Rap Sheet** the silencer is one of the most mysterious of Justice Department operatives; most judges, including divisional chiefs and elements of the Council of Five, are not even aware that the silencers even exist. Assembled by the Chief of the Covert Operations Establishment, silencers are assassins charged with mur-

dering individuals deemed to pose the utmost threat to the safety of Mega-City One, but whose elimination just be conducted with utmost secrecy for fear of triggering an international incident.

Silencers, once selected, are sworn to keep their new career hidden from those outside of the COE. Indeed, they are not allowed beyond the confines of their Cursed Earth training camp other than to test their increasing prowess on Cursed Earth troublemakers. The silencer is subjected to genetic modification in the same manner as the GI, but instead receives rad-fox and geiger wolf genes to enhance his cunning and tenacity. Silencers, once they have sworn to uphold the Security of the City Act, know they will be painlessly executed at the end of their useful lives to retain their intelligence 'integrity.'

Weapons (gun)

Batterfingers

Dam se (2) **Mod** [a*] **Ran** [m] **Sca** [1 : +4 damage on automatic fire mode, -2 Fig penalty] **Data** a character attempting to fire the batterfingers strapped to their bare arm will suffer terrible recoil damage, breaking their forearm (-2 Car/Fig penalty) **Rap Sheet** the Mauley T11 Batterfingers used by the Genetic Infantrymen is based on a design pioneered during the Volgan War and built into Mk3 war droid shells. The batterfingers is a micromachinegun with five barrels, all firing at the same time, delivering a devastating rate of fire that leaves few opponents standing. The batterfingers are curved to fit comfortably over the user's wrist and can be strapped or screwed into place, as is the case with GI armour, which makes allowance for the batterfingers in its design

Little Death

Dam [6] **Mod** [s] **Sca** [1] **Rap Sheet** a weapon developed for use by the elite silencer assassins, the little death is an easily concealed, single shot dart projector. Its modest size allows the little death to be attached to the barrel of another weapon, strapped to the operator's forearm or concealed within a mundane object until needed. Little deaths fire a tiny dart made of a poisonous compound called sumzed, a powerful neurotoxin that immediately destroys the target's nervous system, bringing about certain death. Within five minutes of being



slaughterhouse rifle

batterfingers



thermal charge



little death



introduced into a target, sumzed breaks down into benign chemical components that match the victim's own essential fluids.

Slaughterhouse Rifle

Dam ap (4), **napalm** 2/3/4 **Mod** [s/sa/a] **Ran** [m] **Sca** [2] **Data** TAS, GTG targeteer, palm scanner w/ self-destruct (automatic called shot hit to gunhand). The GTG targeteer increases user's Fig/gun rank by +1 **Rap Sheet** the JD X666 slaughterhouse is the most feared projectile hand weapon in the Justice Department's armoury, capable of wasting a small army in seconds. The slaughterhouse is a machine gun issued to the genetic infantrymen that fires large caliber armour piercing rounds designed to penetrate heavy artillery. It is coupled with a napalm thrower fueled by a canister mounted on the GI's back. The slaughterhouse is just as hardy as the GI armour and equipped with a gun-to-gunner targeteer, TAS and a self-destruct mechanism so that none but the rifle's owner can use it

Thermal Charge

Dam [7] (will melt five metres depth of rockcrete) **Sca** [2] **Rap Sheet** thermal charges generate in-

tense heat radiation capable of melting rockcrete. Thermal charges are focused explosives, their damage concentrated on the area the charge is placed upon. The Justice Department uses thermal charges to melt specific points of target structures, causing them to weaken or collapse. Thermal charges were used extensively during the Apocalypse War to create faults in major road systems, preventing the Sov-Block advance. Larger thermal charges were custom built for the war, capable of melting entire lengths of roadways - and anything caught on them

Vehicles

Falcon Interceptor



Pro [4] **Sca** [2] **Spd** [14] **Weapons** dead key, tractor cannon **Equipment** cable claw to restrain captured vehicles for towing them back to base **Data** a character not trained to a Sky Patrol judge's standard will suffer a -2 to their Car when attempting to pilot the Falcon **Rap Sheet** the Falcon interceptor is the fastest air vehicle available to the Sky Patrol, designed to pursue and apprehend illegal speedsters and fugitive criminals such as sky sharks and small perp running operations. The Falcon is basically a powerful rocket large enough for two Sky patrol judges sat tandem, the navigator/gunner

sat behind the pilot. A bubble cockpit affords one-eighty degree vision and is also used as a screen for heads up tac-displays informing the pilot of air-speed, altitude and potential traffic concerns ahead, suggesting short cuts and bypasses to circumvent them, or to help close the gap between

the Falcon and its quarry

The Falcon's advanced manoeuvring jets allow for lightning changes in speed and direction that only the highly trained Sky Patrol judges can handle, making the Falcon appear more like a bird of prey than a man-made craft

Justice-series Transports

The *Justice*-series transports are custom-built for use specifically by the Justice Department and are loaded with state of the art navigation systems, weaponry and equipment. Note that all laser cannon seen in the *Justice*-series entries are detailed under the heading *Laser Cannon (space)* in the Technology chapter



Justice 1

Pro [5] **Sca** [3] **Spd** [19] **Weapons** 2 laser cannon, 1 mass driver, 1 space mine layer **Equipment** 1 shuttlecraft **Rap Sheet** *Justice 1* was the first in the *Justice*-series and the ship that has seen the most refits. First commissioned in 2102 for use by Judge Dredd during the so-called Judge Child Quest, *Justice 1* has since been employed to ferry the Chief Judge and command personnel to all corners of the Earth and into the furthest reaches of space. *Justice 1* was also used to carry world judges to the Radlands of Ji during the final battle of the Zombie War

Justice 2

Pro [4] **Sca** [3] **Spd** [14] **Weapons** 4 laser cannon **Equipment** 2 shuttles **Rap Sheet** *Justice 2* was

an insystem escape vessel for the Chief Judge in times of crisis, a mobile command ship from where the ground and air-based judge units could be coordinated. The ship, hidden beneath the surface of Mega-City One, was connected to the Tactical Command Bunker by a shuttle tunnel. *Justice 2* first came into use in the first few days of the Apocalypse War of 2104, when Chief Judge Griffin was forced to flee Mega-City One to escape the advancing East-Meg army. Unfortunately, *Justice 2*'s engines were not fast enough to outrun the Sov space fighters and Griffin was captured. *Justice 2* was destroyed in the fighting

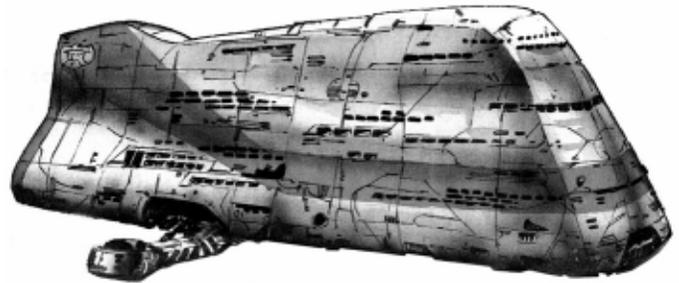


Justice 3

Pro [4] **Sca** [4] **Spd** [14] **Weapons** 8 laser cannon, 2 tractor cannon **Equipment** 3 shuttles, 1 limpet pod **Rap Sheet** *Justice 3* is based on the same design as *Justice 2*, but better armed for combat duties. *Justice 3* is an insystem patrol cruiser used by the judges to police the Earth solar system and its numerous colonies. As with Luna-1, the world's space capable judges share ownership of *Justice 3*, bringing the Law to their offworld subjects. Tractor cannon enable *Justice 3* to ensnare fugitive spacecraft, while the limpet pod allows the judges to force their way into another vessel

Justice 4

Pro [5] **Sca** [3] **Spd** [15] **Weapons** 2 cyclops laser cannon, 2 hi-ex missile launchers, 2 stealth missiles **Rap Sheet** *Justice 4* is an iCON wagon with improved armour plating. It is used by the Chief Judge and command staff to visit other mega-cities on diplomatic duties. *Justice 4* was conceived as a less expensive alternative to *Justice 1* which until now had been used for terrestrial flights and consumed far more fuel. One of *Justice 4*'s more famous missions was to Ciudad Barranquilla in 2111, in search of renegade Judge Barry Kurten



Justice 6

Pro [4] **Sca** [3] **Spd** [16] **Weapons** 2 laser cannon **Rap Sheet** *Justice 6* was an insystem craft commissioned for use by the Chief Judge and command personnel. It's cargo bay could be reconfigured to accommodate more passengers. Like *Justice 4*, number 6 was another effort to keep *Justice 1* in mothballs until a mission was sanctioned worthy of its size and power. In 2116, Chief Judge McGruder used *Justice 6* to travel to Hestia, the Tenth Planet, to sell a consignment of mechanismo to the colony leaders. While there, the robots malfunctioned and plunged *Justice 6* into a lava sea; McGruder and most of the ship's passengers escaped relatively unharmed, though *Justice 6* was destroyed, melted into slag

Justice 9

Pro [5] **Sca** [2] **Spd** [20] **Weapons** 2 laser cannon **Rap Sheet** *Justice 9* is a deep space vessel that carries a small crew and passenger complement at high speeds. It was used in 2123 to convey Judge Dredd and a team of Mega-City judges to the Lawcon in the Blex system

Equipment

Security Worm



A small 'icebreaker' computer system carried only by the elite silencer assassins. The security worm consists of two components - an evaluator computer attached to a belt and a small hand-held multitool used to hack into secure systems, breach electronic locks and disable alarm systems



HALL OF HEROES

Chief Judges of Note

Judge Fargo



Car [3] Fig [3] IQ [5] Psi [0] Spd [4] Str [3] Tek [3] Rap Sheet
 Eustace T. Fargo was the first Chief Judge of Mega-City One and the father of the judge system, developing the concept in 2032 whilst a congressman in the American Senate, chair of the Committee for Law and Order. Fargo saw the fledgling judge system through many turbulent times, notably the aftermath of the Great Atom War of 2070-71, when Fargo was called upon to impeach President Booth for crimes against the American people. Fargo was seriously injured in the Battle of

Armageddon where Booth was finally captured, though medical technology allowed Fargo to later see the ascent of the judges to dominance over Mega-City One and the exile of renegade Chief Geneticist Morten Judd and his band of followers. Fargo eventually succumbed to his war wounds and died in 2072. His DNA was used to produce a series of judge clones, notably the legendary Judge Joseph Dredd who inherited Fargo's talents for leadership and unswerving belief in the law

Judge McGruder

Car [3] Fig [4/4] IQ [5] Psi [0] Spd [3] Str [3] Tek [3] Rap Sheet
 Hilda McGruder was chief of SJS at the time of the Apocalypse War. When Chief Judge Griffin was murdered, McGruder was chosen to succeed him. McGruder served Mega-City One

admirably, with a firm hand and no-nonsense approach to law and order, tempered by years of experience on the streets and with the SJS. In 2108, McGruder believed she had made a serious error of judgement when she failed to stop an attack launched by psi-warlord Shojan against Mega-City One. Hundreds of citizens were killed as Shojan's psi-powers ravaged the city. Stricken by guilt, McGruder resigned as Chief Judge and took the Long Walk into the Cursed Earth.

In 2112, Judge Dredd encountered a flea-bitten McGruder out in the Cursed Earth and persuaded her to aid his retaliation against the sinister forces of the Sisters of Death, allies of the Dark Judges who had transformed Mega-City One into a city of the dead. McGruder saw her chance to atone for her actions. Both she and Dredd routed the Dark Judges. Chief Judge Silver had disappeared during the main Dark Judge assault; McGruder was the perfect choice to take his place, although she had developed a degree of mental instability during her time in the Cursed Earth

After several serious lapses of judgement pertaining to the Mechanismo Project, McGruder resigned for the last time sure. By now, McGruder had contracted Alzheimer's Disease and was in a very poor state of mind. Rather than have her

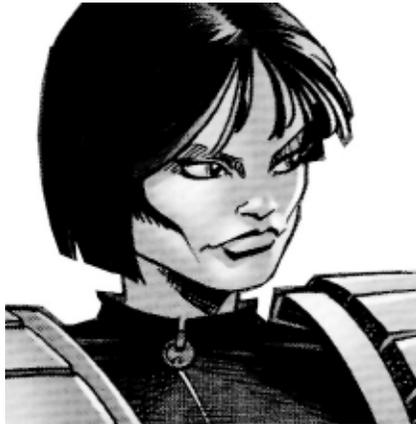


legally killed, Judge Dredd took his old friend out into the Cursed Earth on one last patrol.

Judge Hershey

Car [4] Fig [5/4] IQ [4] Psi [1] Spd [4] Str [4] Tek [3] Rap Sheet Barbara Hershey was a young and very promising street judge less than half a decade out of the Academy of Law when Judge Dredd chose her to join him on a quest to find Owen Kryslar, the so-called Judge Child and predicted saviour of Mega-City One. Though Hershey's world views were often the opposite of Dredd's, he found Hershey's assistance invaluable and recommended that she be made a senior judge on returning to Mega-City One. In 2104, Hershey joined the Apocalypse Squad, charged with turning the tide of war against East-Meg One

In 2121, Chief Judge Volt took his own life, blaming himself for the Justice Department's defeat during the Second Robot War. Against all odds, Hershey was elected as the new Chief Judge, at thirty-eight years old the youngest judge ever to assume the role, a position she continues to hold successfully to this day



Judge Hollister

Car [4] Fig [5/3] IQ [5] Psi [1] Spd [4] Str [3] Tek [3] Rap Sheet Vonne Hollister is the first Wally Squad operative to be appointed to the Council of Five. Her easy going manner and preference for promiscuous clothing even off the streets has made Hollister's posting a controversial one among the more traditional Council members; Hollister claims it keeps her mind on the streets where she can make the largest contribution to crime prevention

Judge McTighe

Car [3] Fig [3/2] IQ [5] Psi [0] Spd [4] Str [3] Tek [4] Data McTighe wears an audio-aid unit to compensate for severe hearing

damage he incurred during the Dark Judges' escape from Tek 21 at the beginning of the Necropolis crisis **Rap Sheet** Ernest McTighe is Chief of Tek Division, succeeding the disgraced Judge Greel in 2116 as part of shake-ups under Chief Judge Volt's new establishment. McTighe advises the Council of Five on all matters relating to Justice Department and civilian technological advancements and determines what technologies should be made legally available to the citizens to overseas trading partners without compromising Mega-City One's security. McTighe was Chief Tek at Tech 21, a leading edge technical research facility where the Dark Judges were imprisoned. Unable to stop Judge Death and company from escaping, McTighe has been haunted by a terrible sense of guilt ever since, and is determined never again to fail his city

The Council of Five

Judge Buell

Car [3] Fig [4/4] IQ [5] Psi [0] Spd [4] Str [4] Tek [4] Rap Sheet Arthur Buell was head of the SJS detachment installed in Sector 301 to investigate several cases of corruption and negligence. Unorthodox but highly competent, Buell was a major contributor to the turnaround in Sector 301's poor performance figures. In 2121, Buell was promoted to Chief of SJS on former SJS Chief Niles' recommendation

Judge Niles

Car [2] Fig [4/4] IQ [5] Psi [0] Spd [4] Str [4] Tek [3] Rap Sheet Rog Niles was Chief of SJS when Hershey came to power. One of Hershey's first acts was to remove Jura Edgar from her post as PSU Chief under allegations of dishonesty and corruption; Niles provided much of the vital information necessary to mount the case against Edgar. In recognition of Niles' loyalty, Hershey appointed him as the new PSU Chief. Niles is studious and calculating, but he knows better than to cross the Chief Judge

Judge Ramos

Car [4] Fig [5/5] IQ [5] Psi [0] Spd [3] Str [5] Tek [3] Rap Sheet James Ramos is Chief of Street Division, a thirty year man with extensive experience in street crime, gang psychology and mass combat, a veteran of the Block Mania crisis and the Apocalypse War. Ramos was promoted to Street Chief on the recommendation of former Chief Judge Volt, and held a seat on the Council of Five after Judge Hershey came to power.

Judge Tutors



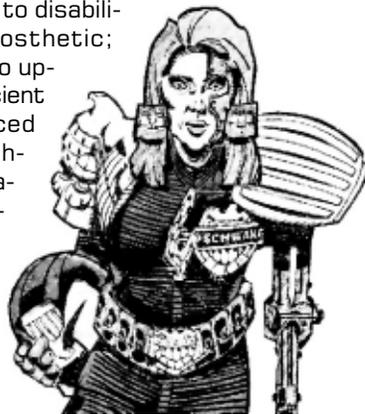
Judge Burroughs

Car [2*] Fig [2*] IQ [5] Psi [0] Spd [2*] Str [2] Tek [5*] *all reduced due to disability (one arm) and advanced age **Rap Sheet** Burroughs lectures on computer crime at the Academy of Law. He was once a tek-judge who liasioned with Street Division's Organised Crime unit, seeking ways to curtail citywide number

rackets operations. Now in his early seventies, Burroughs keeps up to date on modern computer technologies and remains an invaluable information resource and advisor for judges involved in computer-themed investigations.

Judge Schwartz

Car [3] Fig [3*] IQ [4] Psi [0] Spd [2*] Str [2*] Tek [4] *all reduced due to disability (one arm is prosthetic; Schwartz refuses to upgrade to a more efficient model) and advanced age **Rap Sheet** Schwartz teaches Primary Disturbance Control at the Academy of Law, a subject she is only too well versed in, having spent most of her street career



as a member of the Heavy Weapons and Riot Squads. Schwartz is the foremost authority in crowd behaviour and riot/confront subjugation; she served alongside Judge Ramos (Street Division Chief) and the late Chief Judge Volt in many crises involving civic violence, such as Block Mania and the Apocalypse War. Schwartz came out of field retirement long enough to help organise Mega-City defences against Sabbat's zombie armies in 2114. She continues to teach at the Academy of Law, though rumours suggest she is considering retirement.

Psi Division

Judge Anderson

Car [3] Fig [4/3] IQ [4] Psi [6] (telepath) Spd [4] Str [2] Tek [3] Rap Sheet Cassandra Anderson is the most famous and one of the most powerful telepaths in service to Psi Division. Still a relatively young woman, Anderson has survived more attacks from the Dark Judges and other psi-entities than any human alive. Though she has lost most of the flippancy and quirky humour that once characterised her - and taken extensive leave of absence from Psi Division to learn more about herself and her place in the world, Anderson finally returned to duty with a fresh sense of duty and conviction.



Judge Harker

Car [3] Fig [3/3] IQ [4] Psi [1] Spd [4] Str [4] Tek [4] Rap Sheet Harker is an Exorcist Division operative, his role to banish evil psi-entities from Mega-City One and free trapped spirits from their place of haunting. Lacking psi-powers, Harker, like most exorcist judges, makes extensive use of technologies designed to work against paraforms and psi-

flux energies (see p68-70 of the *RGPT* for examples of psi-tech). Harker is intense - some would say obsessive about his work - but he has been known to surprise with a light and witty comment during the most terrifying of circumstances. Harker's hair has turned prematurely white from his otherworldly experiences. When not on 'ghost-watch', Harker resides in the Crypt, a section of Omar House where captured paraforms are contained within null shields for study

Pursuit Squad

Judge Buck

Car [6] Fig [2] IQ [3] Psi [0] Spd [3] Str [3] Tek [3]
Rap Sheet in 2117, Careena Buck was a joyspeedster out for a good time when she was captured by the Pursuit Squad. Expecting to be thrown into an iso-cube, Buck was astonished to find that her remarkable driving abilities had impressed Pursuit Squad Chief McClaren sufficiently that he offered to commute Buck's two-year prison sentence to an equal term working for the Pursuit Squad, capturing speedsters like herself on behalf of the law. Buck agreed and joined the Pursuit Squad. Eight years later and Buck remains a valuable member of the squad and has earned the honorary title of 'Judge'

SJS

Judge Roffman



contributing to the ruin of Judge DeMarco. Though

Car [2/4] Fig [4/5] IQ [3/5] Psi [0/1] Spd [2/4] Str [3/5] Tek [3/4] Rap Sheet as soon as he graduated from the Academy of Law's Intelligence School, Roffman was placed in the SJS, his suspicious nature, mild paranoia and dislike of his fellow, less disciplined cadet peers making him the perfect candidate to spy on judges suspected of dubious behaviour. Roffman made a name for himself in Sector 301,

the career of an SJS judge gains notoriety as it advances, Roffman was specifically requested by Judge Dredd to conduct surveillance upon the hostile alien Lawlords at the intergalactic Lawcon

Street Division

Judge Giant Jnr



Car [4] Fig [5/5] IQ [4] Psi [0] Spd [5] Str [5] Tek [3]
Rap Sheet Giant was found on the streets of Mega-City One, starving and reduced to stealing to survive. His parentage was discovered when DNA tests were run; the boy was the love child of Judge Giant, one of the most respected street judges in the history of the Justice Department, who was brutally murdered by East-

Meg agent Orlok in 2103. Giant was immediately inducted into the Academy of Law and later gained his full eagle at the word of Judge Dredd. Giant Jnr has assisted Judge Dredd many times since then, and has gained a reputation equal to - if not greater than - his father's

Judge Guthrie

Car [4] Fig [5/5] IQ [4] Psi [0] Spd [4] Str [6] Tek [3]
Rap Sheet as a Wally Squad judge, Guthrie was framed for murder by corrupt judges allied with the Frenzy Mob. Guthrie survived blitz attempts and SJS pursuit squads long enough to convince Judge Dredd of his innocence. Cleared of all charges, and his undercover guise blown, Guthrie was reassigned to Street Division. Physically powerful and imposing, Guthrie also has a keen intellect and a cunning streak that have given him the wit to survive extended periods in the very heart of the Mega-City One underworld. Most recently, Guthrie was handpicked by Judge Dredd to help search the pleasure island of Sin City for the global terrorist Ula Dancer



Judge Prager

Car [3] **0*** **Fig** [4/5] **0/2** **IQ** [4] **2** **Psi** [1] **Spd** [3] **6**
Str [4] **7** **Tek** [2] **0** **Data** Years of Undercity existence have reduced Prager's firearm and techno-



daylight, but has developed excellent nightvision to navigate the Undercity. *The second set of facets represents Prager's werewolf form **Werewolf** Prager becomes a werewolf when the moon is full, even though he cannot physically see it down in the Undercity. Unlike most werewolf cases, Prager has learnt to control his transformation and retains a measure of control over his bloodlust. It takes but a couple of minutes for Prager to transform into a grey-haired werewolf. He can deal 3 points of damage with his jaws and 2 with his claws. If Prager's werewolf saliva enters a victim's bloodstream, the victim will contract the curse of the werewolf **Rap Sheet** Prager took the Long Walk into retirement in 2101 after defeating the insane Chief judge Cal. He chose to bring law to the Undercity. In 2105, Prager rescued Judge Dredd, who had hunted a pack of werewolves into the Undercity and had become infected by the curse of

lycanthropy. Years later, in 2124, Prager merged from the Undercity, himself now a werewolf, to warn the judges of a mutant uprising below. Prager once more teamed up with Judge Dredd to rout the mutants, then walked off into the shadows to resume his life of darkness

Judge Dredd

Car [4] **Fig** [6/5] **IQ** [4] **Psi** [0] **Spd** [4*] **Str** [5] **Tek** [3] *reduced due to advancing age **Rap Sheet** Judge Joseph Dredd is considered the ideal street judge by most of the Justice Department, and the single most imposing image of judicial authority by Mega-City One citizens. A clone of Chief Judge Fargo, Dredd inherited all his forefather's dedication, motivation and willpower and through his long career developed physical and mental traits that Fargo did not have cause to develop. Dredd has saved Mega-City One from certain destruction many times as well as delivering a vaccine personally across the Cursed Earth to save Mega-City Two from a retrovirus and leading the world judges against Sabbat the Necromancer. At sixty-four years of age, Dredd has mellowed in his attitude to his career as a street judge and now suffers the aches and pains of late middle age, but he remains a force to be reckoned with.



Judge Rico

Car [4] **Fig** [6/5] **IQ** [4] **Psi** [0] **Spd** [5] **Str** [5] **Tek** [3] **Rap Sheet** Rico is a clone of Judge Dredd, himself a clone of Chief Judge Fargo. Rico was sold to Texas City as an infant and trained to work for the Texan Justice Department, but he requested a transfer to Mega-City One as a rookie, insatiably curious about Judge Dredd, Rico's older but otherwise identical twin. Rico made full eagle on Dredd's authorisation and has proven himself to be a fitting heir to Judge Dredd's legacy, even taking ownership of Dredd's abandoned apartment in the Rowdy Yates Con-Apts

BLACK MUSEUM



Chief Judge Cal

Car [2] **Fig** [4/4] **IQ** [5] **Psi** [1] **Spd** [4] **Str** [3] **Tek** [3] **Rap Sheet** Cal was Chief of the SJS during the final years of Chief Judge Goodman, but he desired power far beyond his station. Cal's motivation was attributed to intense jealousy and hatred of any more powerful than he, and growing Schizophrenia that had somehow been misconstrued by Cal's Academy tutors as intense passion for his future career. In 2100, Cal plotted to replace Goodman as Chief Judge. In short order, he had Goodman assassinated, most of the Justice Department brainwashed to obey his commands via subliminal commands broadcast during daily crime briefings, and framed Judge Dredd for a murder he did not commit. Cal declared himself Chief Judge and instituted a reign of terror symbolised by martial

law and ever more insane dictates aimed at the populace.

In 2101, Judge Dredd, who had escaped Cal's plan to send him to Titan, led a rebellion against the arch-tyrant. Cal employed an army of alien Klegg mercenaries to ambush Dredd, but eventually the Kleggs were defeated, as was Cal. Defiant to the last, Cal leapt off the roof of the Grand Hall of Justice, certain he had the power to fly away unaided just like a god. Cal fell to his death, taking his most faithful lackeys with him.

Years later in 2123, Cal returned to plague Mega-City One, but this Cal was a tyrant of a parallel dimension who led a force of dimensional raiders, their ambition to rape and pillage Mega-City One and then leave, travelling to another dimension to plunder. Judge Dredd was again on hand to thwart Cal's plans and sent Cal plummeting into a dimensional trap



Judge DeKlerk

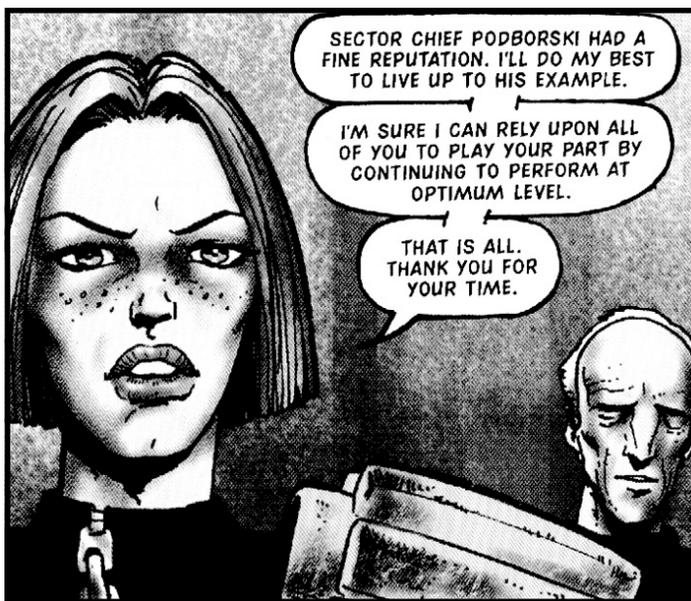
Car [3] **Fig**: [5/6] **IQ** [5] **Psi** [0] **Spd** [3] **Str** [4] **Tek** [4] **Equipment** Holographic projector and voke-hoaxer used to impersonate Chief Judge Hershey **Rap Sheet** DeKlerk is the Chief Judge's Special Investigator, his task to undertake covert fact-finding missions of vital importance to the security of Mega-City One. DeKlerk has hundreds of specialised personnel at his disposal, as one would expect of the chief of the Covert Operations Establishment. What nobody suspects, however, is that DeKlerk abuses the COE's powers to wage a violent personal vendetta against any citizen who publicly denounces the Justice Department and the Chief Judge. Before DeKlerk joined the COE, he often beat criminals as part of what he called 'street therapy'. DeKlerk passed on this violent philosophy to one of his former rookies, Judge Manners.

Later, DeKlerk, now COE Chief, deceived a former Space Corps trooper called Armon Gill to continue DeKlerk's campaign against crime, targeting pro-democracy movement leaders. DeKlerk impersonated Chief Judge Hershey to conceal his own involvement, and to play on Gill's strong sense of patriotism. Gill was eventually captured and sentenced to Cursed Earth Work Camp 13, but DeKlerk remains undetected, and continues to plot further extrajudicial operations.

Judge DeMarco

Car [4] **Fig** [5/5] **IQ** [5] **Psi** [1] **Spd** [5] **Str** [3] **Tek** [3] **Weapons** elektroknux, PPK Elite **Equipment** hand communicator, override card, Maxwell Tigre hovercar **Rap Sheet** Galen DeMarco was an up and coming street judge. She was also heiress to a massive corporate fortune and had a secret civilian lover. Somehow she managed not to let her extrajudicial activities interfere with her main line of work. In 2118, Judge Dredd was appointed sector chief of Sector 301, where DeMarco was stationed. DeMarco was enthralled by the older and more experienced judge and fell in love with Dredd, an emotion she was unable to conceal from Dredd, though he naturally did not return the affection.

DeMarco was promoted to Chief of Sector 303 in 2120, but her past sins came to haunt her a year later when PSU Chief Jura Edgar, seeking to take revenge on Dredd for a past humiliation, learnt of DeMarco's failed seduction of Dredd and Dredd's failure to report the indiscretion. DeMarco was



stripped of her rank and ordered to undergo re-education, but instead resigned from the Justice Department and became a private investigator, partnered with the G-Manimal Perkins, a talking Gorilla. DeMarco retains a working relationship with Dredd and occasionally provides him with information pertaining to various investigations

Travis Perkins

Car [4] **Fig** [4/5] **IQ** [4] **Psi** [0] **Spd** [3] **Str** [7] **Tek** [3] **Weapons** MkIV blastgun (se3), walking stick (st2) **Rap Sheet** Perkins was raised with manners and etiquette unbecoming of an ape and took quickly to the life of a well-groomed Mega-citizen. Perkins is the perfect counterpart to the sometimes brash and outspoken DeMarco, and is equally prepared to get his hands dirty in the arenas of work and combat.

Judge Edgar

Car [2*] **Fig** [3*] **IQ** [5] **Psi** [0] **Spd** [3*] **Str** [2*] **Tek** [4*] *all reduced due to disability and advanced age **Rap Sheet** Jura Edgar was Chief of the Public Surveillance Unit for longer than most judges remembered. Having lost the use of her legs to a street



criminal, Edgar was forced to take up a desk job; her insistence on perfection and attention to every detail of her work earned her the nickname 'J Edgar Hover.' In time, Edgar's authority began to extend further than her original mandate and she started to collect incriminating intelligence concerning the actions of other judges that had been kept secret from the Chief Judge.

The potential to blackmail many leading members of the Justice Department lent Edgar an edge that did not go unnoticed by Chief Judge Hershey. When Edgar attempted to stamp her authority on Hershey, the Chief Judge retaliated by removing Edgar from her post as PSU Chief by using the same methods Edgar had employed to control other judges. Edgar was transferred to

the distant Cursed Earth Work Camp 17 as Camp Overseer, where she could do little further harm to the Justice Department.

Judge Kurten

Car [4] **Fig** [5/5] **IQ** [3] **Psi** [1] **Spd** [5] **Str** [4] **Tek** [3] **Weapons** [Banana City judge] rat gun [in2/3/4, se3], arm of justice [e3] **Equipment** (as Banana City judge) street judge armour, Cyclón motorcycle **Rap Sheet** Barrimore Kurten was orphaned when both his parents were shot dead in front of him. The boy was emotionally scarred for life and manifested a fictional companion called Mo, a contraction of Kurten's first name, a case of multiple personality disorder. Kurten expressed his inner rage by inflicting injuries against criminals above and beyond the call of duty, eventually descending to cold blooded murder, actions advised by Mo's seductive charms. Judge Dredd attempted to take Kurten off the streets but Kurten fled to Ciudad Barranquilla with ten million credits snatched from the dead hands of Mega-City One drug dealers. Dredd pursued Kurten to the South-Am city to discover that Kurten had bribed his way into the local Justice Department. Dredd fought Kurten and Kurten was defeated, a victim of the deadly nerve gas he had planned to use against Dredd.

Morten Judd and the Judda

Car [3] **Fig** [2/2] **IQ** [5] **Psi** [0] **Spd** [2] **Str** [2] **Tek** [6] **Rap Sheet** in the aftermath of the Great Atom War, at a time when chaos rules the streets of Mega-City One, Chief Geneticist Morten Judd proposed replacing a sizeable number of citizens with clones engineered for loyalty and subservience. Chief Judge Fargo vetoed Judd's plan, stating that the judges existed to serve, not to dictate. Judd was incensed by Fargo's snub and staged a murderous coup to replace the Council of Five with Judd and a band of followers. Fargo survived Judd's assassination attempt and sentenced Judd to death. Judd, however, escaped and fled to Oz with the brightest Mega-City One tek-judges in tow. Judd spent the next forty years plotting to retake Mega-City One. He grew an army of clones using prime DNA samples stolen from the Justice Department's GenCon labs, whom he named the Judda. In 2110. Outfitted with teleporters, the Judda launched a bold series of hit and

run attacks against the judges.

Judda

Car [3] **Fig** [4/6] **IQ** [3] **Psi** [1] **Spd** [5] **Str** [5] **Tek** [4] **Weapons** fire pike (fire 2/3/4) **Equipment** judda armour (h3/c2/a1/11), personal force field (Pro 5, Sca 1), teleport belt (Oz to MC-1 range)

Judge Dredd used a captured Judda teleporter to infiltrate the Juddas' base hidden within Ayer's Rock in the Oz Radback and plant a nuclear device. Both Morten Judd and the Judda were annihilated.

The story of the Judda was not yet over. In response to manpower shortages in the Justice Department, Chief Judge Silver retrained and educated captured Judda to serve as judges. Only one potential candidate, a young Judda called Kraken, proved receptive; the other Judda remained hostile and were executed. Kraken, a Fargo clone, was groomed to replace Judge Dredd when he eventually retired. On learning of Kraken's destiny, Dredd took the Long Walk in disgust. Kraken, to all intents and purposes, became the new Judge Dredd.

In time, Kraken began to revert back to Morten Judd's mental programming. In 2113, the Sisters of Death mistook Kraken for the original Judge Dredd and manipulated him into freeing the Dark Judges from their prison in Tech 21. As a sick reward for his 'services', Judge Death transformed Kraken into a Dark Judge to safeguard Death's construction of a necropolis on the site of Mega-City One. On learning of his city's fate, the original Judge Dredd returned and repulsed the Sisters of Death and the Dark Judges. Dredd executed Kraken for his part in the catastrophe.

Judge Kraken

Car [4] **Fig** [5/6] **IQ** [3] **Psi** [1] **Spd** [5] **Str** [5] **Tek** [4]





TITAN

The moon of Titan is a location that all judges pray they are never unlucky enough to visit. Titan is the location of the Justice Department's penal colony, where corrupt judges are sentenced, and judges that do not fit into Mega-City one life are transferred to serve as wardens, a punishment almost as grievous as the life of a prisoner.

Titan is the largest moon of the gas giant Saturn, measuring 5150 kilometres in diameter, orbiting Saturn every sixteen days with a length of day of equal duration. Slightly larger than Mercury, Titan can be considered a planet in its own right. From space, Titan is an orange orb, its atmosphere composed of thick clouds of nitrogen, ammonia and methane, making it impossible to view the planet's surface. Titan's atmospheric pressure is sixty per cent greater than the pressure found at the bottom of Earth's oceans. The surface of Titan is covered by ice and rock, prey to a mean temperature of -180 degrees Celsius. Liquid methane rains down on rust-coloured methane oceans.

The Justice Department chose Titan as the site of

its penal colony because of its abundant water and atmosphere. Before construction could begin on the facility, robot probes scoured the surface of Titan for a suitable location not too far from water reserves; they discovered a suitable continent about the size of Australia. Next, the Engineer Corps set up a series of force fields to generate an energy dome, protection from the methane rains. With the dome in place, construction began on the prison, beginning in March 2062 and completed in January 2064, commemorated with a ceremony attended by Deputy Chief Judge Veitch.

The first judges sent to Titan were personnel found guilty of violent offences against citizens and fellow judges. In 2071, in the wake of the Great Atom War, Titan was flooded with judges charged with aiding and abetting the disgraced President of the USA, Robert L. Booth. No sooner had those judges been shipped offworld when Chief Geneticist Morten Judd staged a murderous coup against Chief Judge Fargo. Judd was exiled, his followers sentenced to Titan for life. In subsequent years, Titan became home to Rico Dredd - the corrupt



clone brother of Judge Dredd - and a group of judges left by Judge Grice who violently opposed a city-wide referendum proposing a return to democracy for the people. In 2115, Grice led a mass escape from Titan, resulting in the near-total destruction of the prison complex and the brutal murders of the feared Governor Khurtz and all his subordinates. The rebuilding of Titan Penitentiary began in 2117, completed in 2118. The new prison is smaller and high-rise to make future break-outs more difficult. Improved security in the form of autolaser emplacements around the prison perimeter and explosive implants fitted to the chests of inmates have made the possibility of further escapes all but impossible - but still the prisoners try...



Exposure Damage



without a protective suit, a character caught out in the open will suffer 2 points of permanent damage per minute

Titan Government

The Justice Department manages Titan in a similar manner to a sector house, with a solitary leader supported by various department heads and an army of combat-ready personnel. However, the distance between Earth and Titan (800 million miles) means that the Titan command are given the authority to wield the power of life and death over their prisoners.



The head judge is called the governor, who has little contact with the prisoners and is only concerned with the general administration of the prison and to conduct a brief interview with

new prisoners, basically to threaten them with punishments more terrible than the dire life they will lead over the next twenty years if they step out of line. The governor is assisted by the chief warden, head of the judges who keep the inmates in line, and the chief medical and technical officers who care for the inmates and maintain the prison's security. The governor is typically selected from former sector chiefs, or Space Corps commanders put out to pasture, while the other members of his command can come from any age group. In 2125, the present governor of Titan is Bale, a former SJS officer. His command staff include Chief Medical Officer Korsen, Chief Technical Officer Bough and Chief Warden Slanner

Governor Bale

Car [2] **Fig** [4/4] **IQ** [4] **Psi** [0] **Spd** [2] **Str** [4] **Tek** [3] **Weapons** electro-prod **Equipment** Titan governor uniform **Rap Sheet** Archilles Bale was a distinguished SJS operative who masterminded citywide hunts for corrupt judges, known as 'Black Eye' by those who came to fear his arrival at their sector house.



At 51 years of age, Bale was badly injured in an explosion caused by renegade Judge Currick, losing both his left arm and leg. Bale was fitted with prosthetic replacements in later years, but has already been seconded to Academy of Law tutoring duties, a post he secretly despised. When offered the role of Titan governor in the wake of former governor Khurtz's murder, Bale had at last found a position where he could once again wield authority over corrupt judges

Bale has been Titan governor for seven years and is pleased with his posting, though he will from time to time have live entertainment shuttled over from Earth, his favourites ultra-violent Hondo City Tri-D movies set in the present, or historical depicting the Japan of the primitive twentieth century. Bale is focused, determined and merciless to those who oppose his will, whether they be prisoners or warders. Though Bale has not to date had a warder executed, it would not be beyond his will to do so if provoked

CMO Korsen



Car [2] **Fig** [2/2] **IQ** [4] **Psi** [1] **Spd** [2] **Str** [2] **Tek** [5] **Equipment** med-tech uniform, advanced medipack **Rap Sheet** Gillespie Korsen spent three years serving aboard the Space Corps cruiser *Fargo* during a tour of duty on the borders of Klegg space, where he participated in the medical relief given to the casualties of the

Battle of Backstab in 2123. Korsen was awarded a Grade 1 commendation for his heroism, but decided to request transfer to be closer to Earth. He did not quite reach his destination, drafted in to replace the late former CMO Merle as a stop-gap measure. Two years later and Korsen is still waiting for a another med-judge to take his place

Korsen hates his placement on Titan and takes sedatives to prevent him slipping into depression. His only friend is CTO Bough, whom Korsen has begin to develop a romantic interest towards, caused by his weakened state of mind. Bough has yet to return Korsen's interest

CTO Bough



Car [3] **Fig** [2/3] **IQ** [3] **Psi** [0] **Spd** [3] **Str** [3] **Tek** [4] **Equipment** scanner **Rap Sheet** Vase Bough graduated from cargo shuttle repair chief to the CTO of the Titan Penal Colony in the space of ten months. She was one of the Justice Department's most notorious yet secret 'crawgivers', gay judges who practised illicit sexual relations during intermissions in field duty on the streets of Mega-City One. It is rumoured that Bough's extrajudicial affairs were about to be revealed to her superiors, prompting her to seek urgent transfer offworld in whatever capacity was available, hence the cargo shuttle posting; Bough's past does not appear to have caught up with her. In the meantime, she oversees Titan Penal's life support, security and power systems as well as

gaining sexual fulfilment from female prisoners inside the Blood Bank

Chief Warden Slanner



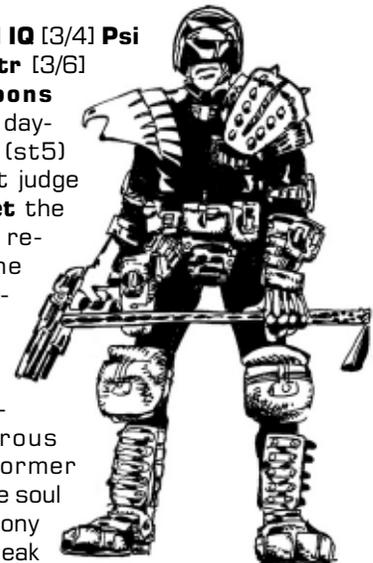
Car [2] **Fig** [4/5] **IQ** [3] **Psi** [0] **Spd** [4] **Str** [5] **Tek** [3] **Weapons** pacifier riot gun, daystick, hypo gun (st5) **Equipment** street judge armour **Rap Sheet** Al Slanner made the grade of Chief Warden in 2119, the culmination of years of patient advancement from Mega-City iso-warden to Titan warden. Slanner was one of the few survivors of the an-

ihilation of the previous Titan Penal and the murders of the previous administration by ex-Judge Grice and his army of escaped convicts. Slanner vows never to let that massacre happen again and rules the prisoners with an iron fist. He has been known to beat his subordinates in front of groups of prisoners with his daystick for failing to do their duty, and has dragged intolerable prisoners through the Titan rock fields by their necks, tied to the work shuttle's rear bumper. Despite Slanner's fearful presence - or maybe in genuine respect of it - his men are intensely loyal, and will even inform on their fellows if they suspect they are threatening to undermine the status quo imposed by Slanner

Titan Warden

Car [2/3] **Fig** [4/5] **IQ** [3/4] **Psi** [0/1] **Spd** [2/4] **Str** [3/6]

Tek [2/3] **Weapons** pacifier riot gun, daystick, hypo gun (st5) **Equipment** street judge armour **Rap Sheet** the Titan warden is recruited from the ranks of Earth iso-wardens, though few volunteer for the responsibility of guarding extremely dangerous criminals - all former judges - among the soul destroying monotony of prison life and bleak



orange ice plains of Titan. If a Titan warden is not of a violent, nihilistic disposition when he arrives to begin his standard six months tour of duty, he soon will be. Discipline among the Titan wardens is intentionally lax to grant them some measure of freedom within the prison compound; many wardens decorate their uniforms with their nicknames, symbols or simple decorations using spray paint stolen from the prison cargo bays

The Titan warden has no compunction about beating former judges to within an inch of their lives if they disobey prison regulations. He has to learn quickly to fall into line with his comrades, to 'run with the chain', or suffer a beating himself. Wardens who stand out too far have been found dead, dumped beyond the prison perimeter, shot in the back or worse!

Prisoners

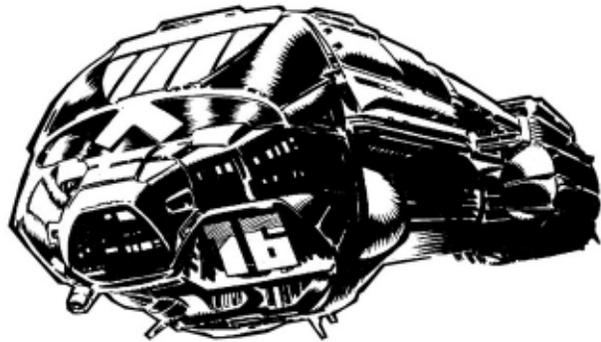
Every one of the Titan Penal Colony's inmates are Mega-City One judges who have fallen foul of the laws they once pledged to serve and enforce with honesty and integrity. The most common causes of a sentence on Titan are using authority to pursue criminal goals. Less severe felonies such as repeated and extreme brutality against citizens and general conduct incompatible with that of a judge will see the offender instead sentenced to



hard labour in one of the Cursed Earth work camps

A Titan sentence carries a mandatory term of twenty years, though on rare instances in the past, life has been granted. In more recent times, it has been seen as more practical to execute the offender by lethal injection rather than waste Titan resources housing the criminal for the rest of his days. Capital offenders can also expect the death penalty

Once sentenced to a term on Titan by the Chief Judge, the offender is stripped of his badge and uniform and chained to a seat aboard the Titan shuttle, nicknamed Charon after the mythical boatman who carried lost souls across the River Styx



Titan Shuttle

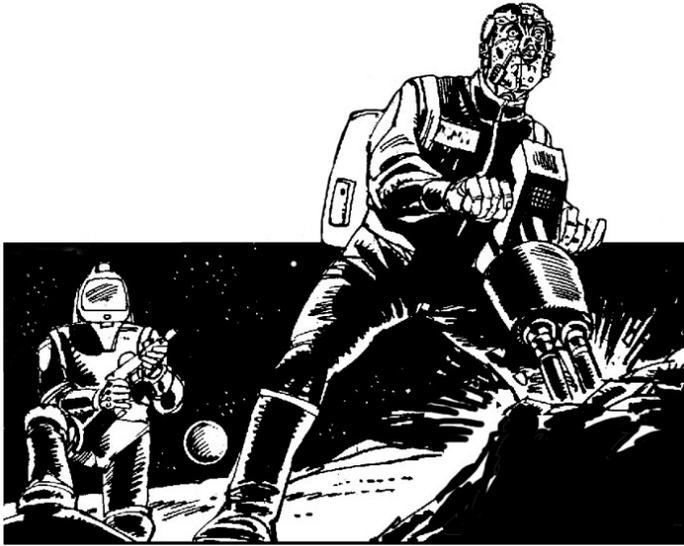
Pro [3] **Sca** [2] **Spd** [14] **Weapons** 2 light laser cannon

Cargo Shuttle

Pro [2] **Sca** [2] **Spd** [14]

For the entire, twelve hour duration of the flight, SJS judges watch the prisoner intently, to curtail and lunge at freedom he might try to take, though he will first have to escape his handcuffs and chains. Once the shuttle lands on Titan, the SJS turn the prisoner over to the Titan wardens. Before they depart to return to Earth, the SJS speak with the governor, providing additional information concerning the prisoner to that supplied via spaceband radio

The new inmates are marched off to the med-bay where their faces receive bionic modifications to enable the criminals to survive outdoors beneath the energy dome protecting Titan from the outside elements. The conditions within the dome are extremely unfriendly to Earth life, but tolerable



when filtered through breathing apparatus known as 'muzzles', welded and bolted onto the prisoner's face with the minimum of anaesthetic. The muzzle is permanent, worn by the former judge for the rest of his life, barring extensive and highly expensive reconstruction surgery back on Earth, priced well beyond the meagre finances of Mega-City One judges

The prisoner's two decades are intentionally monotonous, designed to break the convict's spirit and, in time with counselling from the resident psycho-judge, hoped to rebuild the prisoners's respect for law and order, although when finally released, the former judge will never be allowed back into the Justice Department. The prisoner's day begins with a wake-up call blasted through the prison block's speakers from a single pacifier riot gun shot. In 2125, the prisoners each have a cell to themselves and are fed from a motorised vending unit delivering hi-nutrient cubes twice a day. Toiletry facilities are incorporated within the cell, next to the prisoner's bunk

Within quarter of an hour after wakeup, the prisoners are released from their cells and forced into a chain gang, handcuffed and bound, as they are marched single file by the Titan wardens to an open topped transport that carries them beyond the dome to outdoor mines two miles south of the main building, similarly encased within an energy dome. There, the prisoners are released from their restraints at gunpoint and given las-drills to spend the rest of their sixteen hour day mining the Titan rock for raw materials that will be shipped back to Mega-City One and to the Earth colonies to be used for construction. It is no easy matter to toil in the mines of Titan - the weather is hellishly cold, even

within the energy dome, and to stop working for even a minute is enough to freeze the blood. The muzzles provide oxygen, coupled with filtered and recombined Titan gasses for breathing purposes, but not enough to stop panic attacks and the threat of suffocation if the prisoners do not learn quickly how to control their breathing; they will have to manage it for twenty years. The energy dome allows gravity generators to lighten the local air pressure to make life slightly more comfortable for the prisoners. Later, the labourers are shuttled back to the main building where they are fed, watered and receive medical care if necessary before sleeping in preparation for the next work shift

Relations between prisoners ranges from friendly to violent depending on the former judges' natural disposition before they arrived on Titan and how well (or badly) they have adapted to life in the mines. The only time that prisoners are allowed to converse is during their hard labour, difficult at the best of times due to constant breathing difficulties. No matter how prisoners relate to one another, they generally regard the governor and Titan wardens with nothing less than outright hostility. It is the governor's mandate to see that his prisoners' wills are broken, and from their emotional wrecks new, obedient men and women to emerge to cause the Justice Department no further difficulties. The governor rarely meets the inmates, normally only to declare temporary changes to their routine, or to punish all the prisoners for the indiscretions of one or a small number; on Titan, all men are equal and share the same fate (except for the command staff). The Titan wardens are brutal and sadistic by design, though some genuinely enjoy inflicting pain on their former comrades. If ever there is to be a break-out, the prisoners will first target these swine for the kickings and lashings they have suffered at their hands

Prisoner 17544 (Judge Diggle)



Car [3] **Fig** [6/5] **IQ** [3] **Psi** [0] **Spd** [3] **Str** [5] **Tek** [4] **Rap Sheet** Abraham Diggle saw action during the Second Robot War; he also stole weapons discarded during the retreat of Nero Narco's forces, planning to sell them on the black market. When some of the arms Diggle had sold were used to murder innocent citizens, the wal-

ly squad traced the arms line back to Diggle. Just starting his fourth year on Titan, Diggle remains defiant and seeks to find other prisoners who have the guts to plot a break-out. Diggle has let his hair grow long and sports tattoos on his neck from the prison workshop. His near total absence of teeth are testament to the numerous beatings Diggle has received from the wardens

Prisoner 17228 (Judge Barnes)

Car [3*] **Fig** [5/3*] **IQ** [4] **Psi** [1] **Spd** [2*] **Str** [3*] **Tek** [3*] *disability penalties **Rap Sheet** when Noel 'Bastich' Barnes became the block judge of Rick Deckard Block, he ensured that none would escape his justice. Barnes embarked on a wholesale slaughter of all the resident gangs and anybody who threatened to report him to the Justice Department. Barnes's ally, PSU Judge Ladybrook, shared his fervour and installed cameras on all levels of the block to catch criminals in the act. In short time, Rick Deckard Block was the safest in the sector, but time had run out for Barnes when he expanded his jurisdiction to take in neighbouring Calvin Klein Block and was drawn into a shoot-out with its own block judge. Barnes was shot twice with heatseekers and arrested on charges of mass murder. Both Barnes and Ladybrook were sent to Titan. On their arrival, Barnes murdered Ladybrook, suspecting him of being an informant. Barnes was thrown into the Coffin for two months, to emerge with severe frostbite and hypothermia. Barnes lost one arm and a foot, but still manages to work the Titan mines with the help of crude prosthetics. Before his term is up, Barnes plans to murder all of Titan's prisoners, considering them vermin unfit to live, yet refusing to acknowledge his own failings

Punishment

As if a sentence to twenty years on Titan was not enough, troublesome inmates can expect severe punishments at the whim of the governor. Minor indiscretions such as theft of penitentiary property or tussles with other prisoners such will result in the culprit deprived of food for a week whilst still being forced to work a normal shift. Prisoner violence directed against the wardens is punishable by a severe beating in a private, sealed room at the other end of the prison complex known to the prisoners as the 'blood bank'. A more extreme punishment is to be sealed in the Coffin, a broken re-

fridgeration unit welded to the outside wall of one of the storage bunkers, the prisoner fed once a week through a slot and deprived of any form of hygiene. Should a warder or command personnel be murdered by a prisoner, the sentence is death by hanging out in the courtyard on a signal given by the governor, an event that all prisoners are ordered to attend if they do not want to donate to the blood bank. In the past, the infamous Governor Khurtz used prisoners as guinea pigs to test torture techniques upon for the eyes of paying representatives from other mega-city justice systems. Now that Khurtz is dead, killed by one of the prisoners he tortured, the Justice Department has assigned a monitor to ensure that the subsequent governors are not tempted to follow Khurtz's line of behaviour

Freedom

When a judge enters Titan, he is generally prepared to die in there, such is the sense of hopelessness instilled in him by the facial surgery, his living and working conditions and the unremitting brutality of the warders. It seems like ten lifetimes later when the Titan survivors are finally released from their cells. They are free men

Prisoners are allowed to keep track of the time they spend in incarceration, one of the few luxuries the warders afford them, though some regard it as pure psychological torture. Nevertheless, exactly twenty years to the day they arrived, the prisoner is summoned for an extensive medical by the CMO before being given fresh, nondescript clothing and marched to the governor's office for one final lecture on discipline and respect for the law. The governor does not shake hands with the prisoner - he was once a judge after all, and cannot be underestimated - but ends the meeting by conveying the Chief Judge's wish that the prisoner can now provide a useful contribution to Mega-City One. With five hundred credits and a paycard that will grant him two weeks stay in reasonable rented accommodation, the former prisoner boards the Titan shuttle - often passing new inmates - and returns to Earth

Most former prisoners choose to live on Mega-City One for the rest of their days. A majority manage to secure paid employment, a testament to the drive and motivation drilled into them all those decades ago in the Academy of Law. Those that do not successfully adapt to civilian life sometimes leave the city to search for some new meaning to their lives



DREDD'S COMPARTMENT

Introduction

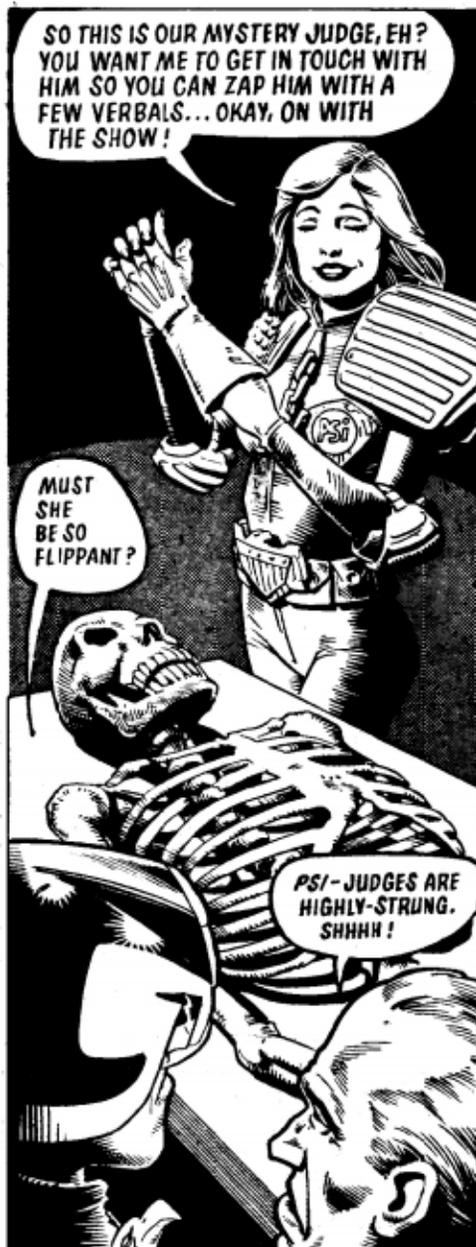
This chapter contains detailed practical guidelines for developing Mega-City One judges. The emphasis is on storytelling, not roleplaying statistics, the result a treatise on judicial psychology that is of equal interest to games masters, players and devotees of the Judge Dredd comic strip alike

Who Is Your Judge?

Take some time to think about your judge's personality and physical description. It is taken for granted that all judges love the law and hate criminals, but don't enter that as your sole character profile unless you really do intend for your judge to be a total bore. The most important detail to paint your judge with is a personality. Judges are human beings placed in an extremely stressful and dangerous lifestyle. How does your particular judge cope with being a law man in the most dangerous city on Earth? Humans put under duress will either snap and withdraw from the danger, or adapt, developing coping skills and mental and physical resilience to deal with the challenge. Judges are trained to be intimidating and forceful with an air of stern authority. Without fail, however, judges need an outlet for the stress that accumulates day after day on the streets of Mega-City One. Some of that tension is released by inflicting physical pain on criminals, all within legal tolerances. This may also express itself as an abrasive, sarcastic, cynical or verbally aggressive manner when interacting with citizens and other judges. This is a 'necessary evil' that is tolerated by the Justice Department as long as it does not interfere with a judge's primary

role - that of a law enforcer. Many judges find there are instances when their aggression gets the better of them and they resort to extreme physical or verbal measures. To predict increasing stress levels, all judges are ordered to attend monthly meetings with a Personnel Unit med-judge where their behaviour can be monitored and emotions inconsistent with Justice Department regulations balanced. Chemical medication may be prescribed, such as emosup tabs to inhibit emotional instabilities. More healthy forms of stress therapy can be found in the sector house x-deck where the judge can spar with his colleagues and compete in Bull, a sport involving violent physical contact. Street judges then are edgy, assertive and quick to act, but these characteristics do not apply to all judges. Psi-judges generally have a less violent predisposition, but are eccentric in their personality and mannerism. Desk judges are often rookie judges lacking the necessary aggression and commitment to law enforcement, failing to make the full eagle. Desk judges often have personalities more in common with citizens than with street judges. Of course there are exceptions to the rule. Some judges have managed to break through the imaginary social barrier that separates the judge and the citizen, and suffer less stress because they can relate with citizens as potential friends and not as potential futsies. These individuals are not 'bad' judges, but have managed to separate their paramilitary training from their emotional centre; they have become more rounded. Such judges adapt more quickly and more successfully to new and unusual challenges and statistically will develop fewer stress-related problems during their career than their 'shoot first, cuff later' colleagues

An easy way to come up with a basic personality for your judge is to study his rpg statistics for an insight into the kind of man or woman he is. For example, a high Str facet indicates him as somebody who works out more than his colleagues. A relatively low IQ facet marks him as a judge who prefers to use his fists instead of his brain.



A judge's history is of secondary importance, but it helps flesh him out as a three-dimensional entity. A judge's Academy years are not of any particular importance; his early behavioural traits will have been virtually erased by the time he becomes a judge. What the judge has got up to between leaving the Academy and his present posting is far more relevant to the game

To Be A Judge

The following material is excerpted from Dredd's Comportment

Look Like A Judge, Act Like A Judge

The judges as a unit are among the most distinctive sights in Mega-City City One, yet the average citizen can barely tell one judge from another. The helmet, uniform and a need to maintain a formal, professional image subsume the individual personality. This perpetuates the illusion that all judges are fragments of one creed. All judges are trained to respond in the same manner to any call or emergency, and the citizens can expect the same level of service and interaction with any judge they meet. This enforced conformity is essential for mounting a concerted effort against crime. The ultimate symbol of the judges is the Statue of Justice, standing tall, proud and strong over the city. The citizens look up to the Statue for comfort. When they turn their eyes back to their everyday lives, they see a judge and are reassured the Statue's promise is being fulfilled

The Mega-City One judge is incorruptible, stern, upright, fair, tough, uncompromising, heroic, caring, relentless and ever vigilant, his life revolving ceaselessly around his desire to eradicate crime. The judge lives up to these characteristics - he even exceeds them when he can; it is not enough to be competent - a judge must be larger than life, super heroic, unbeatable. Even though a judge may die in the face of duty, there will be others to take his place. The image of the judge is that of an immortal; criminals are born and they die, but the Justice Department persists through the decades to protect the innocent and punish the guilty

The first line of contact between the citizen and the judge is not the man but the uniform, highly distinctive, patterned deliberately after the black uniform of the old police system to maintain historical continuity. The uniform serves two functions: to announce the judge's presence and to protect him from harm. It is the judge's responsibility to keep his uniform clean where possible. His eagle insignias must shine. His shoulder pads must be straight and his belt pouches closed when not in use. The helmet covers the face for reasons of defense, but this is no excuse for allowing scalp



hair to grow beyond the acceptable norm, or facial hair to develop beyond forty-eight hours growth. Refer to your department manual for maximum hair length regulations

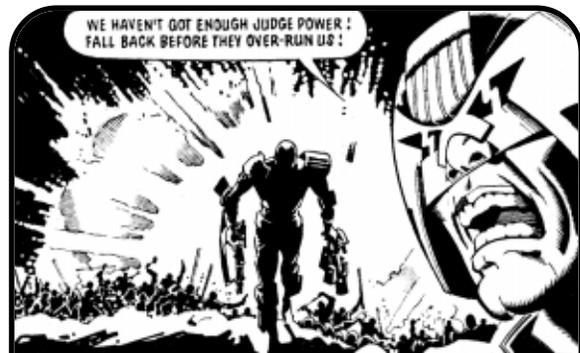
The uniform is half of the equation. The judge within must project a persona the citizens have come to expect from a judge. He must stand upright, chest and shoulders out, buttocks pulled in, legs slightly apart, chin parallel to the ground. If the judge is sitting anywhere save for his Law-

master when a citizen approaches, he must stand and face the citizen face on. Any non-essential items the judge may be carrying must be discarded while the conversation occurs to reinforce that the judge is giving the citizen his full attention. The correct positioning of arms can either be to hook the thumb within the utility belt at either flank, or to clasp hands behind ones back, shoulders forced back and out

Be Proactive

Do not sit on your Lawmaster in the comfort of a watching bay waiting for a call out - look for it. How many crimes have been committed in the meantime? Too many. How many crimes go unreported? Too many. What is the solution? Seek them out before they happen, be five steps ahead of the criminal. To be proactive is not simply a case of patrolling the streets, searching for misdemeanours, but studying crime reports for your patrol route, noting the crime hotspots and the main suspects, be they individuals, gangs or criminal organisations. Talk to citizens, residents associations, block watch groups and local businesses, find out what crime they fear and from direction they are likely to advance from. If you can get the

citizens on your side, you have an army of informants and half the battle is won. Organised Crime Squad will give you detailed files on the territory, regular haunts [bars, motels and parks are the most popular] and front companies maintained by the gangs and crime families. Proactive judging does not stop with the known criminals; give the citizens the same treatment. However, it is easy - understandably - to fall into the trap of believing every citizen is a potential criminal, therefore they all deserve the same attention. This failure to prioritise correctly costs lives; while you, on your own initiative, are performing a rectal search on elderly residents on the offchance one is hiding a set of dice in her colon, just down the ped a gang of alien pyrokinetics could be torching Mega-School



Supply and Demand

An accusation levelled at the Judge Dredd Role-playing Game is that there is little challenge in playing judges who can summon backup support units at the drop of a pin, thereby quickly defeating any threat the Games Master throws at them. Do not fail to take into account that the *Judge Dredd* comic strip details the adventures of Judge Dredd, an exceptional judge with far greater authority than other street judges. When Dredd snaps his fingers, he can expect a legion of Manta prowls tanks, heavy weapons judges and the Chief Judge's personal attention. Your judges are not so blessed

Most sectors not only have manpower shortages, but weapons and vehicle deficiencies also; chances are that any request for backup - if not absolutely necessary or in response to a danger threatening the entire sector or city - will be met by a minimum strength response. This is when the going is good! Often, backup is either not available or busy elsewhere. This in-built limitation on backup can be manipulated by the Games Master to ensure his players cannot bail themselves out of every minor ruckus by calling in the Holocaust Squad!

Another way of stopping crime in its tracks is to keep a regular tab on rehabbers, ex-perps released into society. How many of them will reoffend? Too many. You want to be there when it happens again, or better still, stop it before it happens. Request that Sector Control points a datafall of iso-block releases into your bike computer. Find out where the rehabbers live and periodically deviate from your patrol route to make certain they are still at home and keeping clean. If your watch is quiet, run a few 59[d]s on them. Turn the apartment upside down and hit them with a few threats. Keep the rehabber twitching, but be careful not to push him over the edge - some rehabbers have learnt their lesson and will not seek to reoffend if you do not give them reason to

Your program is not confined to the limits of your daily patrol. Undercover Division can go where the ordinary citizen fears to tread. The wally squad provides vital first hand tactical data, as good as having a pack of criminals in your pocket. You will be forgiven for doubting the wallies are in fact judges, so convincing are the roles they play - I insist on double-checking their credentials with Control before I turn my back on them - this is all to the good because if they can fool a judge, wallies will survive the streets. Despite their first loyalty, you must treat Undercover Division with caution. Five percent of undercover judges 'go native' within the first five years of duty. Your contact may let you know of their intention to flip by failing to meet at the normal rendezvous point, or by sticking a las-knife in your back on behalf of his new friends. Respect your wally - he can be your best friend or your worst enemy

Help Your Body Keep You Alive

Fifteen years of Academy drilling leaves a full eagle fit and strong, possessing all the physical strength he will ever need to tackle lawlessness. The mind also benefits from the regime of regular, intensive exercise as the brain benefits from a healthy supply of oxygen. The Academy of Law put us through hell for a good reason - investment in our survival. The Academy started the ball rolling and now it is your responsibility to maintain the momentum. Death hunts you - it gains as you begin to slow and sharpens its axe as you stop for a jumbo hottie with chunkies. In conclusion, the body is at its best a well-oiled machine, highly responsive to its owner's will. A fit judge suffers fewer injuries, greater command presence and has better control over stress



A regular street patrol involves many incidents with differing demands on your body. At 1000 hours, you might be issuing a ticket to a speedster. At 1010, you could be involved in a firefight with a small army of wreckers on a busy skedway. By 1020 you may have broken the wreckers' back and now have to pursue them through a long abandoned dust zone and all its structural hazards. A break in the routine such as a moment taking a snack break can be almost as wearing, your mind and body tensing still in preparation for the next call out. A day's shift places heavy demands on your heart, muscles and fight or flight systems. Adrenaline grants the power to move and think faster, but over prolonged periods work in the opposite manner - adrenaline works like acid, eating away at your body's vital systems until something gives and you are maimed for life

A fit body provides armour against system overload. I have been a street judge for forty-four years. I have seen more than my share of unfit judges - the majority do not live to take the Long Walk because they have forgotten to respect their bodies. A simple shootout, or a chase along City Bottom, can earn them a body bag and a one-way ticket to Resyk because of a heart attack or debilitating injury that leaves them open to counterattack. Remember - every day you don't work out, Joe Perp does!

Statistically, the majority of perps are young males between ten and thirty and fit with it. The smarter ones do not knowingly commit a felony without the confidence they can flee the scene before we arrive, or outrun us when we tail. The less time it

takes to apprehend a perp, the less strain you will put your body and the greater your long-term chances of survival will be. The Justice Department is understaffed and over-burdened - one man must work as ten. That means every single one of us who does not pull his weight opens the floodgates for a new wave of lawlessness. Your colleagues will doubt your ability, your watch commander will have a chronic headache from wondering what to do with you, and your sector chief will have some explaining to do to his regional commander on the subject of his nurturing fatties in the ranks. If you are a judge who thinks he can tackle the ills of the city from his comfortable Lawmaster seat with Lawgiver in hand, ride instead of walk and do calls on backup when a stoke of physical ingenuity will suffice, you need to book a regular work out at your x-deck; tell them Dredd sent you. When you're done, twice a week make for the firing range and work on your eye-hand coordination to keep your aim sharp and draw time constant. Transform your body from a tool into a weapon by booking a daily exercise routine. Set an example your teammates can be proud of. Live to see old age

The Long Haul

The life of a judge is a hard one. From an early age until he is too old or infirm to be of further value, the men and women chosen to serve as Mega-City One's guardians and defenders are scrutinised mentally and physically so that their talents can be nurtured and their vulnerabilities voided. By the time a judge has graduated from the Academy of Law, he will be armed with all the intelligence, stamina, creativity and wit to prove a invaluable asset to his colleagues and a scourge of lawbreakers

However, there is one variable factor that even the best judge tutors, psycho-judges and sector chiefs cannot fully conquer - the human factor. Judges who have graduated with full honours can without warning prove ultimately unsuited to the responsibility of dealing with citizens first hand, expressing their discomfort by attempting to avoid contact with the Mega-City populace by undertaking unsocial patrol routes such as City Bottom. Other judges may demonstrate overt hostility to non-complaint citizens, or impatience and cynicism with the citizenry in general, developing into arrogance and harassment symptomatic of the behaviour of a bully. Defective personnel, when tac group leaders, colleagues, routine psycho-assessment or an influx

of complaints made by the citizens bring attention to their difficulties, are recalled and taken off field duty for extensive reassessment. Most subjects respond well to treatment and are able to resume patrol duties. The minority, proven blatantly aggressive and antisocial, are expelled from the Justice Department, or reassigned to serve as iso-warders or Space Corp troopers

The hundreds of judges who live to take the Long Walk would have their peers and charges consider them as true soldiers of law enforcement and the epitome of incorruptibility, but this is never the case. Judges - as with all human beings - find their personalities, emotional states and worldview change over the years and decades of their lives. The bright and eager Academy graduate is not the same person who passes through the 'steel eaves' of the Long Walk Guard at the end of his career

The single most defining characteristic of any judge, beyond his ability or temperament, is the number of years he has spent on the streets of Mega-City One. This tally, known as 'years on,' is a method by which judges compare and contrast themselves with their peers and a quick way to evaluate a new partner's value and standing in the Justice Department's social order. 'Years on' are measured from the moment the judge graduates from the Academy of Law; the more anniversaries a judge has to his belt, the more respect he will immediately garner from new associates. The fewer years, the more a judge must work to earn his place in sector house society. For example - in judicial parlance - Judge Dredd in the year 2125 is a 'forty-four year man' - he graduated at the age of twenty in 2081. Judge Rico, who passed his Final Street Evaluation in 2122, is a 'three-year man'

The Academy Years

The cadet has learnt to respect authority and take orders, to get along with his classmates, especially in times of danger. The cadet judge is drilled in all standard judicial procedures, the Word of the Law, physical training and personal safety. He knows how to take statements, deal with citizens, what backup units best suit a given circumstance, how to use his utility belt equipment, to aim, fire and maintain his Lawgiver, what rounds are best suited to differing scenarios and when to bring his scatterblaster into play. He has experienced first hand the effects of stumm gas, riot foam and sonic blasters and been soundly beaten by sparring partners via fist, foot and daystick to give him a first hand account of physical pain



The cadet knows how to disarm and incapacitate hostile or non-complaint citizens, how (in theory) to single-handedly rout mobs, navigate cityblocks and other common structures and the best times of day to risk entering City Bottom alone. He has studied the sociology and psychology of the typical Mega-City One citizen and at the same time learnt that there is no typical citizen! The cadet has learnt how to ride his Lawmaster, how to take advantage of the limitations of other forms of transport that criminals may commandeer, and when to use his onboard weaponry. The cadet is taught that a tac group - or other operational unit - is only as strong as its weakest link; cowardice and fear can place the unit in danger. He believes that his individuality is subservient to the Word of the Law, the only way that the Justice Department can operate successfully. The chain of command cannot be broken. No judge is above the Law - it is the cadet's duty to report any unjudicial or illegal conduct demonstrated by his fellow students

The following sections describe the 'four ages' of a judge. The numbers listed beside the headings are not intended to dictate exact ages when the phases will begin or end, but are placed to provide a rough framework for a typical judge's career

Newbie [1-2 years]

Fresh from the Academy, the young judge - or 'newbie', as he will be nicknamed - is obsessed with personal hygiene, smartness of presentation, cleanliness of uniform and high maintenance of equipment and weaponry. He believes he must physically exercise strenuously every day if the opportunity does not present itself while on patrol. The newbie is assigned to a sector house and placed in a watch under the observation of a tac group leader charged with evaluating the newbie for the first twelve months of his career so that he can smooth out any 'rough edges' still present on the newbie. Newbies may be the only newcomer in a tac group, surrounded by hardened street veterans, or may be part of an all-newbie tac group. New judges can expect to receive constant and constructive criticism from their tac group leaders and more experienced judges outside their immediate patrol unit. The newbie's ability to take initiative and follow orders are noted. New judges are not altogether popular with their more seasoned comrades, some of who consider a newbie on their patch a dangerous liability and will press this point almost to insubordination, eager not to be partnered with a newbie. Other veterans are pleased to take a newbie under their wing and pass on their experiences to the next generation of law enforcer. Off-duty activities are also a valuable source of lessons for new judges via the informal conversations between veterans in the dormitories, mess hall and x-deck

No matter how much schooling cadet judges receive, they cannot expect to be fully prepared for the intensity of street patrol, eight to sixteen hours of murders, rioting, skedway pursuits and investigations into weird crimes, clamping down on the latest craze, mutant invasions, disease outbreaks and interdimensional incursions. At the other end of the scale, a judge may be called to give a lecture on law and order at a local mega-school, retrieve a robodog from a chem-pit, or search an eld-shelt for illegal bingo cards

It is relatively rare for new judges to suffer serious injury during the first few months of their probation; their tac group leader will ensure this, his concern that his protégé first watch and learn from his superior before rushing in, Lawgiver blazing. Serious injury and death does occur during probation, usually because the newbie is brash and overconfident, disobeying a direct order to keep out of danger. This feeling of invulnerability - nicknamed the 'Resyk ticket', the culprits jokingly called 'Dred-heads' - is responsible for the majority of deaths among one to five-year men

Helmet [3-15 years]

After the first year, the Academy graduates are considered proper judges - or 'helmets' - by the members of their watch. The helmet has gained confidence in his own abilities and now believes he can exceed the expectations that others have of him. He is accepted by his peers and has formed friendships with many, an inevitable result of looking out for one another on the streets in a city where a second of distraction may prove fatal. Most helmets have suffered an injury on duty and have grown cautious, now thinking first before bringing their daystick or Lawgiver into play. The helmet can make swift decisions as to what course of action to take in response to a situation and can take steps to resolve it without asking a superior for an assessment or second opinion. A tac group leader can be confident that the helmet can be assigned a task and deal with it on his own, though the helmet must first defer to his tac group leader if he feels backup units are necessary. If the TGL approves, the helmet will be allowed to put the call through to Sector Control himself

Helmets enforce the law 'by the book', and see no reason to even contemplate working outside the system they have been taught to trust and respect. How helmets go about enforcing the law differs, broadly defined by the terms 'hardlining' and 'eagle eye'. The hardliner is proactive, entering apartments, block plazas or other social gatherings without prior warning to search for criminal acts in progress, conducting random strip searches and traffic stops in the hope of discovering an offence; the hardliner's motto is 'hook them, book them and cube them.' The hardliner believes that a judge should not wait for a crime to happen, but that he should stamp it out before it happens. The eagle eye believes in the merits of investigation and social work, scoping out society and becoming familiar with the citizens who live in and frequent his sector. He can then learn of local criminals and undesirables and their predilections toward certain offences through informal conversation with citizens. The advantages of the hardliner and eagle eye are plain to see, but their disadvantages can cause complications in the long term handling of sector crime control. The hardliner may bring in the most arrests, but a higher proportion will be minor offences and subject to small fines, hardly worth the Justice Department's time, but clogging up Check-In all the same, slowing the processing of more serious offenders. The eagle eye method is accurate, but slow and laborious and can negatively affect a sector house's arrest quota, consequently putting pressure on the sec-

tor chief to deliver, or face an investigation. A balance must be struck between both methods deliver law and order at a steady pace, but not at the expense of the citizen's trust and respect for wards the judges.

The helmet has learned the basics of his work and will now concentrate in finding his niche, his favoured patrol duty and watch. These obligations are not altogether compulsory - judges deeply uncomfortable with their delegation can appeal for a transfer to another post, a decision resting solely with their watch commander. Helmets transferred against their will are usually those with whom no other judge wants to work with, for reasons of personality or perceived risk to others. Some judges are tapped for specialist duties based on specific personal attributes such as physical appearance, specialist skills and natural talent. The younger judges are the best choice for Undercover Division work, as their endurance and speed will stand a better chance of keeping them alive; charismatic personnel are also top choices for undercover work. Physically strong or imposing judges are suitable for Riot Squad or ped-patrol. Suspicious and highly inquisitive characters are noted as possible SJS candidates. Judges with good social skills are selected for block judge duty, or to give lectures and talks to citizen groups on a variety of subjects related to law and order and the importance of morality in modern society. Judges from ethnic minorities are perfect for providing liaison with the immigrant colonies from South-Am, the Caribbean, Hondo, Renaissance and Sino Cities, the most numerous representatives of multicultural Mega-City One

A psychological trait common among newbies is the reluctance to wear full body armour. The newbie, flushed with his graduation and youthful vigour, will often question the need to wear street armour when he knows he can move more quickly and dodge enemy fire more effectively without it. Some newbies will even risk shedding an elbow pad or two, or a shoulder pad [typically the pad atop their gun arm] whilst on patrol, though they are careful to replace the items before they return to the sector house. The helmet has been on the streets long enough to respect the judgement of the Justice Department armourers. He knows that any reduction on running speed or firearm accuracy is a very fair trade off against losing his life from taking a mortal wound to an unprotected area. The helmet has usually suffered several injuries by the time he has been on the streets for five years, some bad enough to land him a spell of off-duty in

Med-Bay. In addition to cuts, bruises and injuries that can be healed without trace, the helmet will have experienced muscular aches and strains that do not heal as quickly, and chronic ailment brought on by the rigours of the job, including arthritis, back injury, heart conditions and even cancer. With the hope that he will serve Mega-City One for many decades to come, the helmet becomes more cautious and now considers carefully any action that might prompt a painful response. A major cause of back-related injury cannot be avoided - the utility belt, nicknamed 'cripple's corset'. This essential item of any judge's uniform is loaded with vital equipment and consequently carries a significant weight with it - averaging fifteen to eighteen pounds

Hitting the Wall [16-30 years]

This term is not a nickname for a judge of this level of experience, but one for a judge who begins to develop doubts about the morality and eventual positive outcome of his life's work. The newbie spends most of his 'bedding in' time learning how to work and act as a judge in real conditions; he does so with a strong conviction that his role is one that will work to the betterment of Mega-City One and that the citizens appreciate his role in their society. The helmet has progressed in his career and becomes competent and comfortable in his role, no longer having to prove himself to his peers. The helmet is increasingly aware of the psychological toll of being a judge, but suffers few if any misgivings about his role

At some time during the later half of their useful life, most judges begin to feel disassociated from their work, suspecting that no matter how many hours they put in, or how many criminals they cube, Mega-City One's crime society will never be defeated and will continue to proliferate long after the judge has died. The judge loses faith, not only in his ability to 'make a difference,' but also in his value to the Justice Department. If he should die, there are dozens of judges waiting to take his place. The judge may feel that he is a disposable component, a small cog in a huge machine that has sucked him in and will inevitably feed him into the garbage grinder. Judges who suffer from these misgivings are described as 'hitting the wall' - one moment they are an unstoppable force for law and order, the next threatened by their own emotions. If the judge cannot overcome his doubts, he will become totally unfit for duty. Judges are not experienced at dealing with their emotions; they are primarily soldiers, depending on their speed, fighting ability and wit to stay alive. A judge who begins to suffer ca-



reer doubts will rarely speak of them with colleagues, or will tone his feelings down to the level of a 'daily bitch'. This is not a successful method of subduing a growing emotional trauma, and soon the stress of feeling forced to live and work in an environment that one considers increasingly unsuitable will begin to take its toll. Typical symptoms of burn out include nausea, gastrointestinal upset and headaches in advance of watch duty, typically becoming worse as the duty shift progresses. The judge begins to implode, an increasing danger to himself, his colleagues and the citizens who depend on him

If the judge's mental state deteriorates, he will seek ways of ignoring it, including increasing his workload or visiting the x-deck more frequently. Typically, neither solution is successful for long. All judges are required to undergo monthly medical examinations to ascertain their physical fitness. The attendant med-judge can sometimes detect his patient's unrest and may refer him to a psycho-judge colleague for consultation. Dependant on the judge's character and the view he holds towards his emotional difficulties, the judge may agree to the consultation, or refuse on the grounds that he can overcome his problems through force of will. He is perfectly entitled to do so unless the med-

judge who performs the physical examination can produce quantifiable evidence [blood test results, immune system deficiencies, brain chemical imbalances] proving the judge needs to undergo psychiatric counselling, or be suspended from duty whilst other treatments such as drud therapy are considered. Judges who do accept they need assistance from an outside agency to overcome their trauma are far more likely to make a faster and more lasting recovery than those who believe they can personally overcome it. The latter will continue to deteriorate and begin to seek excuses not to go on their regular patrols, or play on old injuries to get them confined to Med-Bay for investigations - anything to keep them in the sector house, away from their colleagues and off the streets

The judge who cannot overcome his doubts will either self-destruct, or face expulsion. He might trawl his sector's underworld, searching for illegal drugs like brainwipe or chowder to inhibit his emotional state, or convince his med-judge that he needs tranquillisers and/or painkillers for non-existent ailments and then take ever-increasing doses to dull his mind until he makes the one fatal mistake. Few judges will request expulsion from the Justice Department, citing their chronic lack of hope and faith in the justice system and the 'good of Man.' Whatever the scenario, a judge declared unfit for duty has several options open to him; he can live among the citizens as one of their number, be transferred to Cursed Earth work camps as an an iso-warden, or be transferred off world and join the Space Corps. In rare instances, the judge may be elected for neurosurgery to remove the sections of his brain causing distress. The surgery has a twenty-five percent success rate, but a sixty percent chance of the offending brain matter regenerating, posing the risk of the judge hitting a second 'wall' if careful monitoring of his condition is not pursued. A judge pending expulsion, exile or corrective surgery will be put before the chief medical officer attached to the Council of Five for evaluation. The regional commander and sector chief responsible for the judge will be summoned to discuss the case and what remedies - if any - need to be considered

Hitting the wall is not an insurmountable obstacle, and judges can overcome this personal crisis by adopting coping strategies. The most effective is to make extensive changes to their routine, by redirecting their energies into the pursuit of promotion, frequently transferring from one patrol route to another, or by taking their life one day at a time and leaving their work behind when they come off-duty, their ambition solely to get through a watch in one piece. Other judges may withdraw

from their commitments, performing their responsibilities to a minimum standard, no longer prepared to put extra effort into attempting to win a one-man war against crime. They may decide to take up desk jobs, anything to keep off the streets. One successful coping method is to find a new focus for the judge's life, away from street patrol, such as research into, or the reading of, non-judicial subjects, an interest in arts, sport and music subject to sector house regulations, or taking time out to socialise with the citizens on a non-confrontational basis in one of the approved sector-wide bars

Grey Eagle [30 years - Retirement]

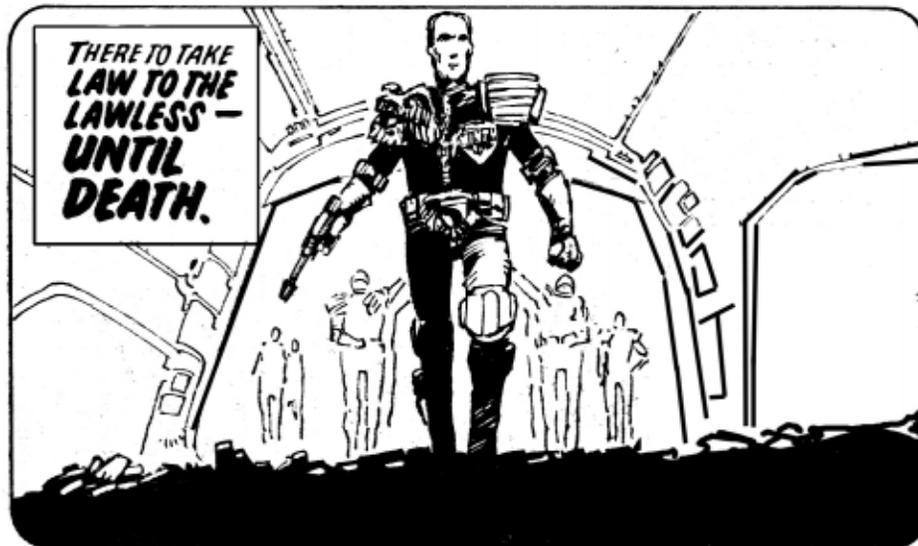
The final phase of a judge's career spans the moment he emerges from his 'doubt spiral' to the time he must take the Long Walk. Now respectfully nicknamed a 'grey eagle', the veteran judge has learned to make changes in his off-duty life to take pressure off any negative feelings and experiences linked to his on-duty time. This period often see judges mellow in their approach to law enforcement as they grow increasingly tired and exhausted by decades of relentless violence and stress. The grey eagle believes that the world will 'sort itself out' in time and that he has been privileged to spend a relatively short but exhilarating and enlightening time on its streets. The older judges may choose to remain on the sidelines, taking as few risks as possible, a condition known as 'WTW' (waiting to walk). Most grey eagles, however, remain vigilant, competent and highly confident in their personal abilities; some refuse to believe their mental or physical powers have slowed over time. Some even consider their chances at being allowed to remain on the streets, whereas earlier in their careers they wanted nothing more than to get away from it all. Grey eagles are considered role models by the newbies, and the helmets to a lesser extent, and they are more likely to be sought out by younger judges for advice than the middle-aged cadre. The grey eagle often becomes sentimental about his job and wishes to share his insights with younger judges. To this end, he may be requested to serve as a judge tutor in the Academy of Law on retirement, or take charge of a tac group where he can nurture the next generation of law enforcers

Inevitably, the grey eagle must retire. He will be summoned to the Grand Hall of Justice where the Chief Judge thanks him personally for his years of dedication, before allowing him time in a private auditorium - the 'last supper' - to meet with old

Judge Dredd - We Are the Law

friends and reminisce about their lives together and the victories won against their enemies. If the grey eagle has been accepted as a judge tutor, he will now travel to the Academy of Law take up his post. If he has opted - or been relegated - to the long walk, the grey eagle will attend a sombre ceremony held at dawn. He will walk beneath the 'steel eaves' of an eight-Lawgiver salute, beyond which he will leave Mega-City One through West Gate Nine into the Cursed Earth, or Gate Thirty-Two,

the main entrance into the Undercity. In both locations, the grey eagle will take the law to the mutants and monsters lurking beyond normal jurisdiction, equipped with standard street judge equipment and his Lawgiver, with the option of bringing his Lawmaster along with him. Specialised equipment will be issued if necessary and an auto-key designed to access one of several 'walk-ins', hidden armouries and machine shops scattered about the Cursed Earth for the use of Mega-City One judges





PENAL CODES

Introduction

The following penal codes replace the Sentencing guidelines featured on p128-131 of the *Judge Dredd Rulebook*. They are presented in a large and easy to read format to be photocopied and presented to players as game handouts.

Code 1

security of the city

- Section 1(a):** Capital treason or espionage *(Death)*
- Section 1(b):** Collaboration with hostile foreign power *(Life)*
- Section 2:** Actions leading to widespread death and/or destruction *(Life)*

Code 2

homicide

- Section 1(a):** Murder of a judge *(Life)*
- Section 1(b):** Mass murder *(Life)*
- Section 1(c):** Murder *(15yrs-Life)*
- Section 1(d):** Murder whilst suffering from
mental ill-health *(psycho-cube evaluation)*
- Section 1(e):** Manslaughter *(8-25yrs)*
- Section 2:** Abuse of neglect resulting in death *(8-40yrs)*

Code 3

assault

- Section 1(a):** Serious assault on judge (10-20yrs)
- Section 1(b):** Serious assault on citizen..... (3-12yrs)
- Section 1(c):** Common assault (3mths-2yrs)
- Section 1(d):** Incitement to assault, menacing behaviour (3-6mths)
- Section 2:** Torture..... (8-15yrs)

Code 4

illegal imprisonment & abduction

- Section 1:** Chump dumping (Life)
- Section 2(a):** Kidnapping..... (25-30yrs)
- Section 2(b):** Incitement to further kidnapping [paying ransom] (5yrs)
- Section 4:** Coercion by force (8-15yrs)

Code 5

robbery

- Section 1(a):** Armed robbery with violence (18yrs-Life)
- Section 1(b):** Armed robbery, hijacking (10-30yrs)
- Section 1(c):** Mugging (5-10yrs)
- Section 1(d):** Looting (2-10yrs)

Code 6

burglary

- Section 1(a):** Burglary..... (10-20yrs)
- Section 1(b):** Possession of burglar's equipment (1-3yrs)
- Section 2(a):** Breaking and entering (5-10yrs)
- Section 2(b):** Trespassing on private property (6mths-2yrs)

Code 7

theft

- Section 1(a):** Theft (unless covered by sections 5&6) (2-15yrs)
Section 1(b): Pickpocketing, petty theft (1-5yrs)
Section 2(a): Dealing in stolen goods (5-10yrs)
Section 2(b): Possession of stolen property (1-5yrs)

Code 8

criminal damage

- Section 1:** Arson (30yrs-Life)
Section 2(a): Criminal damage (2yrs-Life)
Section 3(b): Graffiti (1mth in rehab)

Code 9

public order

- Section 1(a):** Block war, gang rumble, rioting (2-10yrs)
Section 1(b): Precipitating public disorder (5-15yrs)
Section 1(c): Unlawful assembly (2-5yrs)
Section 2(a): Disorderly conduct, drunk and disorderly
..... (3mths-2yrs, compulsory rehabilitation)
Section 2(b): Breach of the peace (6mths-5yrs)
Section 2(c): Begging (3yrs)
Section 2(d): Perving (1-3mths)
Section 2(e): Running in walking zone, walking in running zone,
jaywalking (3mths-2yrs)
Section 2(f): Littering (3-6mths)
Section 2(g): Loitering (3mths)
Section 3: Causing obstruction (3mths-2yrs)
Section 4: Boinging in public, low-level flying (6mths-20yrs)
Section 5: Peeping (6mths-2yrs, option to work as Justice Dept. peeper for
duration of sentence)
Section 6(a): Membership of an illegal organisation (3-5yrs)
Section 6(b): Participating in an illegal event (2-5yrs)
Section 6(c): Promoting the interests of an illegal interest (1-3yrs)

Code 10

perverting the course of justice

Section 1: Perp-running.....	<i>(10-25yrs)</i>
Section 2: Escaping Justice Department incarceration	<i>(10-20yrs)</i>
Section 3(a): Attempted bribery of a judge	<i>(10yrs)</i>
Section 3(b): Attempted bribery of a citizen.....	<i>(2-10yrs)</i>
Section 4(a): Resisting arrest, obstructing arrest	<i>(5 -8yrs)</i>
Section 4(b): Leaving scene of crime	<i>(3-5yrs)</i>
Section 5(a): Lying to a judge, malicious accusation	<i>(1-5yrs)</i>
Section 5(b): Withholding vital evidence	<i>(10-15yrs)</i>
Section 6: Citizens arrest	<i>(6mths)</i>

Code 11

fraud

Section 1(a): Defrauding the Justice Department.....	<i>(20 yrs-Life)</i>
Section 1(b): Corporate fraud, embezzlement	<i>(10-30yrs)</i>
Section 1(c): Blackmail for financial gain.....	<i>(10-20yrs)</i>
Section 1(d): Tax evasion	<i>(5,000cr. fine-8yrs)</i>
Section 2(a): Impersonating a known judge or perp with intent to commit a crime	<i>(10-20yrs)</i>
Section 2(b): Impersonating a judge - or using image of - for personal gain	<i>(1-5yrs)</i>
Section 2(c): Impersonation of a perp for personal gain	<i>(6mths-2yrs)</i>
Section 3(a): Counterfeiting; forging legal documentation, identity theft	<i>(8-15yrs)</i>
Section 3(b): Possession of forgery equipment	<i>(3-9yrs)</i>
Section 3(c): Knowfully dealing in, or possession of, fraudulent goods	<i>(2-8yrs)</i>
Section 4: Moonlighting; employment offence	<i>(10yrs per count)</i>
Section 5: Adopting without license	<i>(1yr per count)</i>
Section 6: Bigamy	<i>(9mths per count)</i>

Code 12

contraband

Section 1(a): Manufacture or possession of contraband with intent to sell.....	<i>(10-30yrs)</i>
Section 1(b): Smuggling contraband into/out of city	<i>(8-20yrs)</i>
Section 1(c): Trading in contraband	<i>(4-6yrs)</i>
Section 2: Illegal possession of a weapon	<i>(2-5yrs)</i>

- Section 3:** Possession of illegal drugs *(3mths-3yrs, compulsory rehab)*
- Section 4(a):** Organising game of chance *(5-15yrs)*
- Section 4(b):** Gambling *(2-6yrs)*

Code 13

civic

- Section 1(a):** Breach of health & safety regulations resulting in loss of life *(Life)*
- Section 1(b):** Breach of health & safety regulations *(5-10yrs)*
- Section 1(c):** Breach of the peace, noise pollution *(2mths-5yrs)*
- Section 1(d):** Smoking in public *(3mths-5yrs)*
- Section 2:** Building without planning permission *(1-5yrs)*
- Section 3:** Trading without license *(2-5yrs)*

Code 14

technology

- Section 1(a):** Body-sharking, organ-legging *(Life)*
- Section 1(b):** Body snatching *(20yrs)*
- Section 2(a):** Illegal experimentation *(5-20yrs)*
- Section 2(b):** Illegal cybernetic implants *(1-3yrs)*
- Section 3(a):** Unauthorised construction of heavy weaponry *(10yrs-Life)*
- Section 3(b):** Illegal possession or trading of combat mechanoids. *(3-15yrs)*
- Section 4:** Computer hacking *(3-15yrs)*

Code 15

traffic

- Section 1(a):** Driving under the influence *(5-15yrs, banned for life)*
- Section 1(b):** Dangerous driving *(1,000cr. fine-2yrs)*
- Section 1(c):** Unroadworthy vehicle *(1,000cr. fine-2yrs)*
- Section 2:** Parking violation *(1,000cr. fine-30days)*

Code 16

psi

- Section 1:** Premeditated use of psi-talent to cause injury or death *(30yrs-Life, lobotomy)*
Section 2: Unauthorised use of psi-talent *(5-15yrs)*
Section 3: Unregistered psi-talent *(1-5yrs)*
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Judicial Offences

- Section 1:** Treason *(Death by lethal injection)*
Section 2: Murder of another judge *(20yrs on Titan)*
Section 2: Perverting the cause of justice *(20yrs on Titan)*
Section 3: Abusing judicial authority for personal gain *(10-15yrs, Cursed Earth Work Camp)*



[left] Rookie Judge Kraken is sentenced to death by lethal injection for his part in the Judda crisis. Against all conventions, Kraken requests that he admit the poison himself



JUDGE JARGON

Introduction

The following chapter lists many of the most important phrases and terms used by the Justice Department. It is designed to lend judge-themed games an air of authenticity. Criminals are known to borrow judge jargon straight, or corrupt it to suit their own needs

Abbreviations

A & A: Aiding & Abetting
APB: All Points Bulletin
ARV: Armed Robbery With Violence
B & E: Breaking and Entering; burglary
CEET: Cursed Earth Evaluation Test. Nicknamed *Hotdog Run*
DOA: Dead On Arrival
FSE: Final Street Evaluation
MO: Modus Operandi
MOD: Method of Death
OP: Old Perp
RPAT: Random Physical Abuse Test. A squad of SJS judges perform a spot interrogation of a judge chosen at random. The aim of the RPAT is to detect corruption within the ranks of the Justice Department
SJS: Special Judicial Squad
S & S: Strip and Search
TGL: Tac Group Leader
YP: Young Perp

Awards

Commendations: [Grade 1]: Awarded to judges for great bravery or self-sacrifice. [Grade 2]: Awarded to exceptionally diligent judges

Call Signs

Code 11 (Yellow): Solo or free range patrol response.
Code 33 (Green): Tac group response
Code 55 (Blue): Multiple tac group response
Code 99 (Red): Judge in danger; injured/killed. May also indicate a general state of emergency

General Terminology

Back Gate Parole: The death of a prisoner whilst still serving his sentence
Birdie: Slang term for a judge's handheld lie detector.
Blizzard: To sentence an offender with many offences at the same time
Block Judge: A judge responsible for law enforcement issues relating to one or more cityblocks in his sector. Block judges are senior judges with an apartment within an assigned cityblock
Booted: To be forcefully transferred from one Justice Department post to another for an act of gross incompetence or misdeed. A demotion typically accompanies a boot
Bouncer: Persistent offender
Civo: Judge slang for a citizen
Cold Case: An unsolved crime filed until new evi-

dence is discovered

Command Presence: The correct behaviour for a judge to display on the streets of Mega-City One. Command presence is a composite of psychological and physiological attributes designed to instill instant respect and compliance in citizens

Confront: Mass combat between civilian factions.

Coop: A location where a lazy street judge spends his duty shift hiding, rather than be out patrolling Mega-City One

Cube: Slang term for an iso-cube

Dreddhead: Slang term for a judge who displays Judge Dredd's obsession for law enforcement

Dredd's Compartment: The standard Academy of Law textbook detailing methods of street survival, judge-to-citizen relations and essays on administering the law in Mega-City One

Dredd Syndrome: all-consuming fear of a Mega-City One judge displayed by some citizens. Treatable by a course of psychiatric therapy

Dupe: The victim of a con trick

Flipper: A judge who decides to relinquishes his role as a lawman without the knowledge of his peers or superiors to start a new life as a citizen, or flee to another city where his past is unknown

Force Ladder: An ascending scale by which judges deal with uncooperative or hostile citizens: *Verbal, pain compliance, control hold, daystick* and *Lawgiver*.

Gone Native: An undercover judge who adopts his false identity as his real persona

Goon: Slang term for an enforcer of organised crime

Gravedigger: Slang term for an arrogant judge who displays disdain for judges less capable than he

Graveyard Shift: Mega-City crime rates traditionally soar between the hours of 2300-0600hrs. More judges are on the streets during this period than at any other time of the day barring a high state of emergency

Jump: Citizen who impersonates a judge for criminal purposes

J-Notice: A blanket ban on all media coverage of a crime scene

Judge Channel: The Justice Department's radio communications frequency

Judge's Code: Encrypted judge communications frequency available in script or audio format

Judge's Lane Roadway reserved for the use of Justice Department personnel only

Judge Pal: Children's program encouraging the juve viewers to inform on any adult they know to be committing a crime, even their own parents!

Justice Central: The Grand Hall of Justice

Killdozer: Slang term for a judge who makes as many arrests as possible within a short period without examining their validity

Kurten: Slang term for an overzealous, or overly aggressive judge

Long Walk: A retired judge's final journey, to take the Law into the Cursed Earth or the Undercity

MAC: Macro Analysis Computer, the Justice Department mainframe located at the Grand Hall of Justice

Mark: A victim of crime

Mega-City Boot: Slang term for riot foam

Mega-City's Most Wanted: A televised list of the city's worst offenders to remain at liberty

Nark: A judge's informer

Newbie: Slang term for a judge freshly graduated from the Academy of Law

Pavement Burger: Slang term for a suicide leaper

Ped: Slang term for a pedestrian

Peeper: A citizen sanctioned to spy on his neighbours on behalf of the Justice Department

Problem Block A cityblock where a high percentage of crimes are committed

Rat Pack: Slang term for a group of persistent offenders

Rumble: Fight between rival gangs

Sandbagger: Disparaging slang term for a judge who plays on his injuries in an attempt to reduce the amount of time he spends on active duty

Slab Jock: Nickname for a street judge

Slab Row: Slang term for a street or area frequented by slabwalkers

Sponcom: Contraction for the term Spontaneous Human Combustion, a psi-phenomenon

Spont Spontaneous confessor

Sunday Night Fever: High levels of street crime that occur between late night Sunday and early Monday (2300-0600hrs) morning, caused by angry and frustrated citizens who cannot face another week of unemployment

Tac Group: Judge patrol unit led by a Tac Group Leader, typically a senior judge

Watch Bay: High rise alcove where judges can search their patrol route below for signs of crime

Watch Commander: A street judge's immediate superior, administrator of his duty shift

Werewolf: Slang term for a citizen who appears to be an easy prey for crime, but who turns out to be quite the opposite

The Law

Anti-Crime Code: Extensive catalogue of offences and the codes by which judges label them. The Anti-Crime Code also contains acts of law passed by the Justice Department. Examples follow:

Genetic Purity Act (2079): Mutants are forbidden in Mega-City One, as are citizens who suffer a mutagenic transformation to no less than five per-

cent of their total mass. Also known as the Mutant Segregation Act

Judicial Indictment 4: An offence committed by a judge, the illegal obtaining of information through violence or torture. The SJS are the only Justice Department personnel immune from prosecution in this matter

Public Health Act (2087): A judge may order the instant destruction of a public or private residence or structure that poses a major health hazard. This law was evoked when a plague of Cursed Earth spiders invaded Mega-City One, prompting the judges to launch a nuclear strike on the sector the spiders had infested

Section 32: A riot control law empowering a judge with the authority to take forceful measures to contain or incapacitate illegally massed citizens, such as the use of Stumm gas or riot foam. *Section 32(a)* allows a judge to take these measures to detain legally massed citizens if the judge believes a crime suspect is hiding amongst them

Section 59(c): Crime Swoop. A random search of a civilian establishment for contraband or illegal activities conducted by a two or three judge patrol unit

Section 59(d): Crime Blitz. Large scale search conducted by one or more tac groups

Cadet's Rights: An old law allowing a judge cadet to settle a dispute with another cadet via trial by combat in the Academy Of Law's street sim. Only once had this rule resulted in the death of a participating cadet



Street Judge Field Gear



Utility Belt

- Birdie Lie Detector
- Bleepers
- Breathalyzer
- Com-Scan
- Handcuffs
- Hand Line
- Lawgiver Magazines
- Lawmaster Recognition Chip
- Medipack
- Override Card
- Pollution Meter
- Stumm Gas Rounds
- Vocorder

Weaponry

- Infrared Visor
- Radio Microphone
- Respirator
- Tac-Display
- Boot Knife
- Daystick
- Lawgiver Mk2
 - 3 AP
 - 3 HS
 - 3 HE
 - 3 IN
 - 3 R
 - 30 SE
 - Stun Shot
- Silencer

Stowage Equipment

- Headlamps
- Likron GS 4T Telecommunications Unit
- Scatterblaster
- Sinitron GK13 Autopilot
- Siren
- Speed Camera
- Thermex Self-Destruct **Dam** [he5] **Sca** [2]
- Tracer Dart Launcher
- Turbo Boost
- Vocal synthesiser
- Bike Cannon Magazines
- Binoculars
- Cling Net
- Fire Foam
- Flare Gun
- Flashlight
- Handcuffs
- K-Rations
- Lawgiver Magazines
- Medipacks
- Plasteen Hi-Ex Charges
- Rad-Cloak
- Scattergun Cartridges
- Stumm Grenades

Gloves

- Bleepers
- Chronometer

Lawmaster

- Anti-theft Safeguard
- Bike Cannon
- Cable Winch
- Cyclops Laser Cannon
- Emergency Call Button
- Firerock Tyres
- Str** [5]

Helmet

- Anti-Dazzle Visor
- Ear Protectors