

# DREDD

AMERICA IS AN IRRADIATED WASTELAND.  
WITHIN IT LIES A CITY.  
OUTSIDE THE BOUNDARY WALLS - A DESERT. A CURSED  
EARTH.  
INSIDE THE WALLS - A CURSED CITY. STRETCHING FROM  
BOSTON TO WASHINGTON D. C.  
AN UNBROKEN CONCRETE LANDSCAPE. LIVING IN THE RUIN  
OF THE OLD WORLD AND THE MEGA STRUCTURES OF  
THE NEW ONE.  
MEGA BLOCKS. MEGA HIGHWAYS.  
MEGA CITY ONE.

ONLY ONE THING IS FIGHTING FOR ORDER IN THE CHAOS -  
THE MEN AND WOMEN OF THE HALL OF JUSTICE.  
JURIES. EXECUTIONERS.  
JUDGES.

YOU HAVE +1.000CP TO CARRY OUT YOUR DUTY.



## LOCATION

You appear in Mega City One. Roll 2d8 to determine which sector within the Mega City you are situated in; maybe you'll even work Sector 13 like another famous Judge? Alternatively, pick your sector for 50cp.

## BACKGROUNDS

Your gender does not change, but you may swap it for no cost.

### Rookie Judge (Drop In)

The youngest generation of Judges. You will have little, if any, experience on the street; a lack which may prove fatal. You can choose to have no past in this world until the first day of your field training, or the typical life of a Judge: that of an orphan raised to enforce the Law. Your age is 21.

### Veteran Judge

You've been on the beat for years now. One of the few who continue to defy the high probability of being killed on the job, you are likely notorious in your sector among criminals and other Judges alike. Your duty may have made you jaded and bitter, but you still do it.

Your age is 20+3d8

### Crooked Judge

You decided long ago that Judge duty isn't worth your life – not unless you can make that life as comfortable as possible. So you've got a couple of 'sidelines' to supplement your income – deals from certain gang leaders, protection rackets from a few business owners, and maybe a couple of other deals as well. Just make sure nobody finds out.

Your age is 20+2d8

### Perp - +200cp

Or...you're not a Judge at all? You're on the opposite side of the law. The main advantage you've got is there are so many crimes every minute that Judges only respond to a few of the most serious ones. The major threats to your life of villainy are your fellow criminals or citizens defending themselves. You might be a sole operator, or perhaps you're a member (or leader?) of a notorious gang.

Your age is 15+2d8

## PERKS

Free is free, discount for perks matching your background is 50%.

## MANDATORY PERKS

### Mega City Municipal Code – Free, Mandatory Judges (100cp for Perps)

The Law. You can recite the Mega City Municipal Code forwards and backwards - crimes, sentences, exceptions and mitigating circumstances, the limits of a Judge's authority. You also know the various radio codes to keep in touch with the Hall of Justice. While this does not update for new jumps, you are aware which Mega City crimes are considered crimes in your present jump.

### Basic Unarmed Combat & Marksmanship – Free, Mandatory Judges (100cp for Perps)

A Judge who can't handle themselves in a fight isn't going to last their first day. Maybe not even their first hour. You passed all your hand-to-hand combat lessons and picked up a few more useful pointers along the way. In addition, you can operate the standard-issue Lawgiver machine pistol and Widowmaker shotgun, reliably hitting a man-sized target at expected combat ranges (within 20m).



### **Tags – Free, Mandatory Perp (100cp for Judges)**

Gangs mark their territory in a number of ways – scrawl on the walls, ink on the skin, paint on their gear and vehicles. With the knowledge of what these signs and markings represent you will always be able to tell if you're within other gang's territory, as well as identify which gangs people belong to. This knowledge updates each jump, but doesn't necessarily tell you anything about the gang in question.

### **Knuckle Fighter – Free, Mandatory Perp (100cp for Judges)**

You came from the school of hard knocks, and you can give as good as you get. Brawling with bare hands, knives, shivs and other improvised weapons comes naturally to you, and you're not shy of using dirty fighting techniques to even the field.

You're also surprisingly accurate when firing a gun while holding it sideways. Yes, even though the sights are on the top for a reason.

## **50CP PERKS**

### **The Visor**

The visor of your helmet has a flair for the dramatic. It reflects what you want it to reflect: the flames of the building burning around you, the perp's own terrified face, a dazzling gleam from the overhead lights, or just a blank, featureless black. This will extend to any helmet or headwear that might reflect your surroundings, from stylish shades to the polished gold of a crown.



### **Gravel Pit**

Jesus, do you need a throat drop or something? You've got a deep, menacing rasp that sends chills down the spines of the gutless, and is intimidating even over a PA system. You may shift your voice back to normal at will.

### **Badass Scars – Free Perp**

Sometimes a scar only enhances someone's looks. In addition to having the option to begin this jump with a badass scar already in place, when your wounds heal you can choose for them to leave a scar or not. Further scarring will only enhance your tough guy/gal look.

## **100CP PERKS**

### **Negotiator – Free Rookie**

Judges aren't known for their personability, but you're the exception to the rule. When things get heated, you have a few techniques up your sleeve to try and cool the situation down and build a rapport with the other parties. If the other party is at all reasonable, there's a good chance you can talk them out of doing something they'd regret. On the other hand, there are a lot of unreasonable people in Mega City One, as well as those who would definitely enjoy what they're threatening to carry out.



### **Judge – Free Veteran**

They may not comply out of duty or choice, but if you can get them to comply out of fear then that's good enough for you. There's just something unnerving about you that steadily increases as the body count from an encounter rises; work your way through an entire gang and their leader will be nearly pissing themselves when you finally knock on their door unless they're too stupid to realise how deep they're in the shit. Your presence is also so imposing that perps are sometimes distracted just the fact that you're there, rather than noticing what you or your associates are doing.

*"And as for you, Ma-Ma...Judgement time."*



### **My Price Is High – Free Crooked Judge**

A corrupt Judge is someone everyone wants on their side, and like every valuable commodity, a high demand means it's a seller's market. You can name prices that are at the very upper limit of acceptable for your services, and your clients will pay it without much more than a grumble.

### **Ain't Nothin' To Fuck With – Free Perp**

Sometimes you just have to tell people not to *fucking sell* on your *fucking turf*. So when you have to dispense justice the gang way – with the bodies of your rivals – anyone witnessing the spectacle will know exactly who fucked up, exactly what they did that pissed you off, and the associates of the guilty party, no matter how distant, will quickly catch word of what you did to them and why.

*"Someone's trying to send a message."*

*"Yeah. Don't fuck with the Ma-Ma clan."*

### **Advanced Unarmed Combat**

You are the equivalent of a black belt martial artist, or perhaps a very seasoned street fighter. There isn't a perp in the entire city who you can't beat to a bloody pulp in a fair fight...but unfortunately gang members are not known for their sense of fair play.

### **Advanced Marksmanship**

You can count the number of Judges who have higher range scores on one hand. The Lawgiver might be a machine pistol, but you make every bullet count even in the heat of combat, and you're fast enough on the draw you might even be able to bring it to bear on someone who already has you in their sights before they can squeeze the trigger. You also know its internal systems so well you can bypass the built-in palm-print ID system. You know, just in case you have to use another Judge's Lawgiver or something.



## 200CP PERKS

### Order In the Chaos – Rookie

You're ready. By taking a breath, or just a moment to steel yourself, you can keep a calm composure even in the worst situations. Even a desperate and bloody fight can be taken with the same focus as practice on the range, and you'll easily ignore any distractions from the task at hand. Even better, this enforced calm won't make you jaded or desensitised over time, nor does it actually shut off your emotions or turn you into a merely reacting robot.

### Jury – Veteran

Perps. You can almost smell 'em. You've got an unerring nose for guilt, but whether it's guilt about killing a man or being a bad son is something you'll have to determine yourself.

Like a scent trail, your nose often leads you to places where criminal scum gather and concentrate, and even lingers on the things they've touched. Those who can cheerfully gun an innocent down without losing sleep can evade this sense.



### Friends In Low Places - Crooked Judge

It's a crime in and of itself to attempt to bribe a Judge, so how are you going to get those sweet kickbacks if everyone's afraid of showing their face to you? Normally you'd need some cutouts or something to handle things, but not you. People looking for illegal services or a Judge to bribe – for real, thief's honour, not just to entrap you – get a gut feeling that you can be bribed, or that you're the person from whom certain goods and services can be procured.

### Boltholes – Perp

You know a place to lie low when you need to: an unregistered hab, a shack off the highway, a friend of a friend who won't mind if you crash in the basement. Within a city, you're never more than a half-hour's travel from a place to hide out until the heat passes over. It's large enough to house your current group with some comfort and wherever it is, it's not previously associated with your identity, never arousing suspicion or attention unless someone sees you entering or leaving it.

## 400CP PERKS

### I Can Make A Difference – Rookie

The wrath of a Judge is formidable indeed, but equally as moving are those times when judgement is suspended. You will make lasting changes on the people you save or spare from judgement, giving them a powerful motivation to turn over a new leaf.

No matter how set in their ways people are, no matter how locked the world is to the path fate or destiny sets for it, you can change things – even if only for a few people at a time.

*“Yes, I believe I can make a difference.”*

*“Admirable.”*



### Executioner – Veteran

You take the phrase 'police brutality' and crank it up to 11, then break the dial off, and throw it through a plate glass window, 200 floors above ground.

Along with a proficiency in violence that is matched only by the most experienced Judges – men and women who have not only faced endless deadly situations on a daily basis, but emerged victorious over them – when you're involved, fights and executions are far bloodier than normal; just punching someone in the face will result in the crack of bone, a spray of blood and maybe a flying tooth, automatic gunfire literally shreds your enemies, and explosives don't send people flying, they turn them into red mist.



### Contagious Corruption – Crooked Judge

Sooner or later, someone else is going to notice discrepancies in your behaviour. But while they might have the moral high ground, you can drag the others around you down to your level, so you can beat them with experience. Your co-workers and immediate superiors become more likely to lean a bit when it comes to ignoring regulations, accepting bribes, doing things 'off the books', and more importantly, turn a blind eye to any discrepancies they observe.

### Protocol Accessed - Perp

Inside a Mega Block, systems are everywhere. Systems control everything. Systems...are not infallible. In fact, you know how to slip on through many common types of electronic security, as long as it isn't too closely monitored, and set up remote control of a network if you can get access to it.

You're also extremely good at fooling the 'human element' – the system's users – into giving you access or elevating your user privileges, or simply blending your traffic in with regular users. Once you actually get into the target system, you have a bag of tricks to employ – location trace programs, control overrides, and other useful executables and apps.



*"I can shut down the whole system, but if you let him talk, I can trace which terminal he's using. We'll know exactly where he is."*



## 10-24

Simply by broadcasting “10-24” over any kind of signalling system – be it your radio or telegraph – you can summon backup to your location.

A squad of two to four Judges will arrive at your location within ten minutes from some neighbouring sector. They are fully trained and experienced, and equipped with the customary armor, equipment, weapons and Lawmaster bikes of Judges across Mega City One.

Their primary concern is getting the immediate situation under control, but if further action is imminent or their assistance is needed for an impending arrest they’ll stick around for that too. Once the dust has settled a Meat Wagon will arrive to any collect bodies for re-cyc or prisoners to be transported, and the Judges will depart back to their Sectors, or wherever the hell they came from.



## Callin' In The Chips

By making some kind of signal like shooting a flare or placing a phone call, you can cause a gang of anonymous perps to emerge from the woodwork. Roughly 20 gang members will arrive at your location over the next five minutes. They'll take direction from you once they arrive and disperse back to whatever dive they came from either once their job is done, or by the end of the day.

Unfortunately, their weapons, experience and morale vary considerably - there's a chance a few might be basically kids with handguns who run or surrender at the first sign of serious opponents, but likewise a few might be diehard gangwar vets with contraband heavy military weapons, up to rocket launchers or Gatling guns. Each time you call in your chips, the number and quality of the gangers who answer your call reduces unless you spend the time between calls carousing and making deals with local criminals.





## 600CP PERKS

### Psychic – Rookie

A tiny percentage of the youngest generation are mutants with exceptional abilities - such a tiny percentage, in fact, that you will be only the second psychic mutant to come to the attention of the Hall of Justice. You have the ability to sense and read the minds of others at close range, not merely the surface thoughts, but also retrieve images, sensations, and facts buried in their memories. You are also capable of some degree of mind control, unable to mentally control their body, but able to psychologically interrogate (or torture) people within their own minds. Wearing a helmet can interfere with your abilities, but catching a bullet will interfere with them more.



### I Am The Law – Veteran

No longer is the authority of your badge bound by the laws of the land. It is the true duty of Judges not merely to enforce the law, but to dispense justice...and laws are not always 'just'. So long as your actions comply with the spirit of the law and the upholding of justice even in an abstract manner, your word and deeds becomes law, and none may override your judgements within the judiciary system. By definition, your judgement is law, and woe to anyone who claims otherwise.

This authority is backed up by the highest level of whatever legal system exists - those doubting your credentials will find you are, in fact, authorised by a king's standing decree, a supreme court ruling, an executive order, or an emperor's personal approval.





## Beyond the Law - Crooked

It's obvious that a Judge can't enforce the law while still being subject to it. After all, how can a Judge catch a speeding car if he cannot break the speed limit? How can he stop a gang with guns if he himself cannot use lethal force? While operating as a member of law enforcement, you are exempt yourself from legal prosecution. Destruction of property, reckless endangerment, murder, use of illegal substances...all these and more can be waved away as 'necessary for the dispensation of justice' - provided that, at the end of the day, you got your perp...or at least a scapegoat to pin it all on.

## Slow-Mo – Perp

You can activate a 'Slow-Mo' effect once every fight. Your brain perceives time as moving at one-hundredth of its normal rate, slow enough to follow bullets and explosive shockwaves travelling through the air. Unlike normal Slow-Mo, this effect also increases your reflexes and speed to about twenty times normal, allowing you to make the most of this "bullet time" effect while everyone seems to be still floating around. The effect also activates if you're ever caught by a dangerous surprise – you'll notice your perception altering right away, but this expends the once per fight use if violence follows.

*"Only just hit the grid, but it's making big waves. Makes the brain feel as if time is passing at one percent its normal speed."*



## COMPANIONS

### Partner – 100cp

Create or import a partner to watch your back – or perhaps a partner-in-crime? Your partner gains a background plus 800cp to spend on perks and gear, gaining appropriate freebies/discounts.





### **Canon Companion – 100cp**

Maybe you'd be a little more comfortable with someone you already know. While they don't come with any perks or cp, their personal skills, attributes and gear are cp-backed.

### **Backup – 50cp Each, Judges only**

Import up to 8 existing companions as fellow Judges of any type. They gain their freebies (including gear freebies), plus 400cp to spend on perks only, with the appropriate discounts.

### **Gang – 50cp each or 200cp for 4+**

Imports as many companions as you like – even in excess of the usual eight – as mundane people forming a gang. They all have the Perp background only. They do not have any abilities or powers beyond peak human attributes.



## **ITEMS**

### **Upgrade costs are not discounted.**

All consumable items – supplies, ammo, fuel etc. – are re-stocked in your warehouse on a weekly basis. During your stay, they can be requisitioned from the Hall of Justice armoury or your gang's stash as needed.

Items marked with discounts for Judges are discounted to Rookie Judge, Veteran Judge and Crooked Judge.

## **100CP ITEMS**

### **The Badge – One Free Judges**

The symbol of your authority as a Judge, it is emblazoned with your name. It contains anti-counterfeiting measures and a code that allows you to override some municipal systems – such as allowing you to make announcements over a hab's PA systems, issue evacuation alerts, etc.

#### **Badge Upgrade – 200cp**

Your badge comes with one singular authority: you are an officer of the law, no matter which world you are in. In using this authority, you will be expected to serve and protect the people, perhaps without any support, superiors or oversight, but even so you must uphold the laws of the land...even if those laws might be objectionable. Failure to do so in the eyes of others will result in the revoking of this authority until your next jump, or until you earn back the trust of the people to uphold your duty.

### **Ink – Free Perp**

A sick tat, usually on your arms or neck, which proves your allegiance with one of Mega City One's gangs or cartels. On arriving in a new jump, this tattoo will prove you've 'got the right stuff' to a single criminal organisation you wish to join – effectively brushing aside things like loyalty tests or not being a part of their preferred demographic.

#### **Universal Ink – 100cp**

On seeing this tattoo, every criminal group, from the lowest street gang to the most widespread cartel, will treat you like one of their own members unless you do something to piss them off, even if you also hang with their rivals.

Perhaps they'll treat you as their lowest ranking member, but at least it gets your foot in the door.





### **Judge Uniform – One Free Judges**

Due to Judges' deployment on Lawmaster bikes, the standard uniform is a set of bike leathers, padded and armored, completed with the signature visored helmet.

The uniform incorporates Kevlar and other armored materials extensively, able to deflect handgun rounds, but most firearms have kept with the times, so do your best to avoid catching a bullet. The belt is fastened with a stylish buckle, and carries several pouches and holsters, holding many items of equipment, from zip-cuffs to respirators to spare ammo to breaching charges to gas grenades.

It also features a slot on the left chest for your badge, a built-in digital touch display on the left bracer that operators at the Hall can pipe data to, an integrated radio (microphone in the left glove), and loudspeaker.

#### **Uniform Import – 50cp**

Applies the benefits of your Judge's Uniform to another suitable outfit you already have – the padding and armor, helmet, badge slot, wrist screen and radio/loudspeaker. With this upgrade applied, the outfit will receive a cosmetic upgrade to pull it in line with Judge uniform standards.

An outfit with this upgrade can also accept the following Uniform upgrades.

#### **Armor Plus – 100cp**

Your Uniform has been manufactured with better-than-standard armor. It would even deflect an assault rifle round at anything but close range (unfortunately most gunfights in Mega City One happen at less than 10 meters), and your helmet might turn aside a glancing hit from an AP round.

#### **Comms Plus – 100cp**

Your wristcomp unit now has a direct link to the Hall of Justice criminal database, allowing you to research links between perps, call up prior convictions on the spot, check vehicle or hab registries and more. If you do not have access to the Hall of Justice database in future jumps, it will instead link to any local law enforcement databases, if they exist.

### **Civvies – One Free Perp**

The uniform of the modern gang member. It consists of a set of faded and well-worn but tough civilian clothes, a bandanna or scarf, a leather jacket and a cell phone. The jacket and pants have several hidden pockets for small items – like a handgun and knives – that are hard to find even with a pat down. The leather jacket is actually lined with Kevlar mesh and armoured panels on the chest and back – just enough to stop a standard Lawgiver round. Wearing the bandanna over your face foils all forms of ID recognition software, from facial recognition to biometrics to gait recognition, turning you up as “unknown”. Finally, the cell phone automatically updates to include the details of every one of your underlings. It is always an unregistered number unless you set it otherwise, and automatically piggybacks off an existing cell network for zero fee. Import an existing set of clothing and phone to upgrade them as above for free.

#### **Bling – 100cp**

Only the most tasteful and discerning accessories- pfft, who am I kidding. It's a shitload of bling. Rings, necklaces and even body mods (gold teeth, piercings etc.) in the shiniest gold, as well as brand name clothes, shoes and caps. It's free advertising for how profitable and powerful your gang is, helping to draw in new recruits and telling civilians they'd better not make trouble if they know what's good for them.

#### **Blend – 100cp**

ID recognition and automatic detection software no longer classifies you as an 'unknown': sensors fail to distinguish you from the environment entirely. A person watching a CCTV feed would still see you, but an automatic system wouldn't set off an alarm by itself. This has a lesser but noticeable effect on actual people; stay quiet and still, and you could loiter in a No Loitering zone and even a Judge would ignore you, though they would remember seeing you.



### **Lawgiver – 100cp, One Free Judges**

Standard issue for Street Judges, this is your most dependable weapon. It's a large machine pistol with DNA recognition (works through gloves), a digital display, and voice-activated controls. A non-recognised user will trigger an explosive self-destruct. It has multiple fire modes (suppressed single shots, semi-automatic, and automatic) and five ammo types split between two magazines, including standard, AP, incendiary, high explosive, and stun. If your Lawgiver self-destructs due to unauthorised use, it will respawn in 24 hours rather than one week.

#### **Lawgiver Import – 50cp**

Applies the lawgiver's features – DNA lock, self destruct, display, voice activation, and all of the firing modes and ammo types – to another personal firearm you already have, turning it into a weapon worthy of a Street Judge. A firearm with this upgrade can also accept the following Lawgiver upgrades.

#### **Jumper Rounds – 50cp**

Your Lawgiver is no longer restricted to the standard selection of rounds. This upgrade allows your Lawgiver to automatically recognise any exotic ammo types you load into its compartmentalised magazines, and chamber the right rounds at your voice order.



### **Gat – One Free Criminals**

An automatic submachine gun or assault rifle – probably an uzi or an AK, and a large stash of ammo. Point at enemy, pull trigger. It's not hard.

#### **Burner – 50cp**

This isn't one gun, so much as a series of anonymous guns. Made from seemingly recycled parts with no serial numbers, just shoot, drop and grab a fresh one from the warehouse with no respawn delay. Better wear gloves, though – can't have them matching your prints.

#### **Judge-Killer Rounds – 50cp**

Ammo reverse-engineered from AP Lawgiver rounds, these will punch through a concrete wall, a Judge's armor, and the Judge, and out the other side, no sweat.

#### **A Very Big Gun – 100cp**

Upgrades your Gat to a Gatling gun. It makes lots of noise, tears through concrete walls like they're Styrofoam, and comes with enough ammo to hose bullets for a full minute. It's heavy, not very accurate, and it takes a moment for the barrels to spin up, but if you have to kill every motherfucker in that general direction, accept no substitutes.





### **Lawmaster Bike – One Free Judge**

Fast. Manoeuvrable. This motorbike will deliver you to crime scenes across your sector and beyond, and allow you to engage in high-speed pursuits of perps. It comes with twin-mounted machine guns for blowing out tyres and a Widowmaker Shotgun holstered in case you need a bigger gun than your Lawgiver. The Lawmaster has a similar voice-activated system to the Lawgiver pistol, to handle anti-theft, crowd control, and other features.

#### **Lawmaster Import – 100cp**

Perhaps you've already got a bike? Buying this imports that bike, combining it with the Lawmaster's capabilities and loadout. During this jump it is locked to the Lawmaster's appearance, but it becomes an optional 'skin' for your bike once the jump is over.



### **Ride – One Free Perp**

A van. Will never be vandalised, stolen or stripped for parts by other criminals, so you don't have to worry about parking it somewhere and coming back to find the tyres gone. In addition to being a spacious and comfy ride, this van has a hidden locker in the floor for guns and contraband. Fuzzy dice optional.

#### **Ride Import – 100cp**

Import a car, truck or other four-wheeled motor vehicle with the benefits of the Ride – the vehicle becomes more spacious and comfy, has the hidden lockers installed, and will never be incidentally targeted by thieves or vandals. For this jump it appears as a van, but afterwards this is an optional 'skin' for the vehicle.

### **Voice Activation & Palm Locks – 100cp, Rookie & Veteran Judges**

Applies voice activation and palm lock features to any or all items of technology you own, installing it on existing items and automatically installing on new items as desired. In default mode, the DNA locks simply cause the item to not function for unauthorised users – can't have someone blowing up your stuff just for trying to take it for a test drive, right? Voice activated items still can't do anything they don't already do – You could tell an M16 "safety off", but telling it to use hotshot when it doesn't have the ability to change ammo types won't work, for example. This does not apply to purely magical items.

#### **Lethal Mode – 100cp**

Even more of a deterrent, this purchase allows you to set a "self destruct" mode when an ID check is failed. The object will detonate with force in proportion to its size – something carryable in one hand would blow off a person's arm, whereas a car would probably explode with enough force to kill a crowd surrounding it.





## Confiscated Stash – 100cp, Perp & Crooked Judge

This is a selection of Mega City One's finest illegal drugs, from your usual super-cocaine, dream hallucinogens and enhanced-THC weed to the latest craze, Slow-Mo, which causes the user to experience time at one-one hundredth of its usual rate, besides the more usual high.

### Cookbook – 100cp

Step by step procedures to make all of the narcotics contained in the Stash – including tips for assembling the necessary lab and not poisoning yourself. Includes seeds for the herbal ones. By default the quantities are scaled for personal use, but with your own ingenuity you could probably scale it up.

## 200CP ITEMS

### Hall of Justice Database – Judges

This terminal maintains a direct link to the Hall of Justice Database, and will now update it in all future jumps, incorporating criminal data from local sources, regardless of technology level - so even in settings where databases don't exist, you'll be able to call up the previous records of a highwayman, or check if a certain alien really does have the death penalty in twelve systems. If you also have Comms Plus, the database maintains a link to your uniform's wrist display.



### Cybernetic Eyes – Perp

Replacement prosthetics better than the real thing. These cybernetic eyes provide a Heads-Up-Display that can wirelessly link to computers to display information without a screen, house image recognition software, and have the zoom function of a set of moderately powerful binoculars.

They can be further upgraded with little difficulty, and most people won't even notice you've got them installed. Comes in any color.





## 400CP ITEMS

### Surveillance Drone - Rookie & Veteran Judges

At any time you may request the coverage of a Hall of Justice surveillance drone. This lightweight drone, developed from scaled-down military UAVs, comes equipped with advanced cameras and sensors, with magnification able to ID a perp from flight altitude. It has its own biometric recognition programs (and a link to the Hall of Justice Database, if you have it) and has an autopilot smart enough to plot its own routes and holding patterns, avoid obstacles, and take evasive action if fired upon. It will alert you to Perps and suspicious activity in its observation radius, keeping you informed of activity in your sector at all times.

It also acts as a communications relay, capable of relaying radio signals and piping its footage through to the Lawmaster or your wrist screen.

Should it be shot down, a new one can be called on station within an hour.



### Drug Lab – 400cp, Perp & Crooked Judge

A large, industrial scale drug lab, suited to make all kinds of illegal pharmaceuticals. With some (reasonably cheap) raw materials, it can produce Slow-Mo or nearly any other type of narcotic in bulk quantities. You can attach this lab to a property you own or your Cosmic Warehouse.

Distribution of narcotics in Mega City One is an executable offense.





## 600CP ITEMS

### Sector Precinct - Judge

A miniature Hall of Justice - that is, it's 'only' the size of a regular apartment block instead of a skyscraper/mega-block. An ugly concrete building emblazoned with the symbol of justice in neon yellow, it houses all the facilities a modern police station requires, and then some - offices, interrogation rooms, archives, evidence lockers, waiting and reception areas, vehicle garages and parking, dorms for up to a hundred staff, changing/locker rooms, an armory, training areas, an underground shooting range, forensic labs, and even a hundred secure iso-cubes to lock away perps. It's effectively everything you need to recruit, train and house a cadre of Judges, carry out daily law enforcement operations, and deal with the aftermath. It seems to generate 'standard' Judge equipment based on how many other Judges it houses - if there's nobody but you, the large armory will be empty. If you've got twenty other Judges based out of it, there will be twenty guns in the armory, twenty Lawmaster bikes in the garage, etc. The Sector Precinct will follow you between jumps, inserting itself into an appropriately metropolitan area, usually the nearest big city to your starting location.



### Jumper Block – Perp

A skyscraping apartment mega-block, 200 levels high and housing up to 25,000 people. It contains everything someone needs to live – power, ventilation, fresh water and plumbing, shops, cafeterias and food sellers, data hook-ups, medical centres and even a re-cyc centre...best not to dwell on that. It's even got centralised controls, CCTV systems, and a "war mode" that locks the building down behind bunker-thick steel doors and lowers blast shields over the windows. Otherwise it's pretty bare-bones, all concrete and monolithic civil architecture, so you'll have to pretty the place up yourself.

Since this building would be pretty empty otherwise, inactive companions can live here, but cannot leave unless you swap them out for an active companion slot.

...Actually it might still be pretty empty, so as long as they fit within the building's (massive) floorplan, you can add in warehouse attachments as well, like if you had a bar, a personal apartment or a workshop that would normally be taking up warehouse space.

Jumper Block will follow you between jumps, inserting itself into an appropriately metropolitan area, usually the nearest big city to your starting location.

Either has "JUMPER" or your name down the side in massive neon letters.





## **DRAWBACKS**

Drawback limit is +1,000cp.

### **+0cp – Sink or Swim, Mandatory Judge**

You're a Judge. You have a duty to do your best to protect the citizens of Mega City One and arrest or execute criminals. Or at least, you'll have to look like you're doing your job while taking a cut.

No penalty for getting kicked off the force, except whatever punishment you're given, and having to live out the remainder of your ten years here.

### **+0cp - Field Assessment, Mandatory for Rookie**

Your training is not yet over - your first day will be under the supervision of an instructor - a hard-bitten, long-serving Judge who will evaluate your every move. That said, he's fair, so whether you pass or fail is still entirely up to you.

### **+0cp Record, Mandatory Perp**

Your photo, prints and general details are filed in the Hall of Justice. You cannot apply for any kind of official jobs or civic positions. Perks or item options that would allow you to do so despite your record are disabled.

### **+100cp - "Negotiator"**

You're a shit negotiator. Opening with a deal for life in the iso-cubes, no parole? Who the fuck would listen to that offer? Actually, you have poor people skills all around; you can't play the 'good cop' routine, being nice falls flat, and the best you're likely to do is get civilians to obey out of fear. And if you're a Perp, forget trying to get the other gangs to agree to a ceasefire – it's likely you'll just piss them off even more.

### **+100cp – I Said 'Hot-Shot' (Judges only)**

There seems to be something wrong with your voice? Is it the helmet? Your Lawgiver and Lawmaster bike often seems to mishear or ignore your voice commands, and even the Hall of Justice HQ will mishear what you say over the radio with alarmingly frequency – sending a building compliance inspector when they thought you said "ten-sixty" instead of paramedics on a "ten-sixteen".

### **+100cp – Can't Execute A Perp On 99% (Judges only)**

A lot of people would go with 99%. Not you. You must be *absolutely, 100% certain* of guilt before you sentence anyone. You must either witness the crime yourself, or have indisputable proof of a suspect's guilt before you sentence them. Erratic driving and drug paraphernalia in the vehicle isn't going to be enough to judge someone of DUI, you need a blood test. Hearing gunshots then seeing a suspect holding a gun beside the body isn't enough, you'll need prints and ballistics and probably CCTV footage before you can sentence.

### **+100cp Taking the Heat (Perp only)**

Do the damn citizens have a grudge on you or something? You'll find that whenever you commit a crime, it is reported in mere seconds, whether from an automated UAV or some asshole with a cell phone. You might be able to play the odds of a Judge taking no interest, but hell...even Peach Trees got a pair of Judges eventually.

### **+200cp – It's All The Deep End**

The crimes you pick (or are assigned) have a terrible but unpredictable habit of escalating. Pursuing a vehicle for DUI could turn into a shootout and hostage situation. Investigating a dealer could land you in the middle of a gang war. Something as innocuous as checking up on a parole violation could turn into a running gunfight...or not. It's impossible to tell before you're already neck deep in it.



For Perps, this escalates the response to your crimes – trying to mug someone might turn into a shootout with a rival gang, a smash-and-grab on a liquor store might go south when it turns out a Judge is already at the scene, and dealing some narcotics could spark a whole turf war. Or not.

#### **+200cp – Something Behind The Control (Judges only)**

Rage. Hatred. Disgust. Anger. You have no faith in humanity, and an unenviable disregard for your own safety if it means you can bring in or put down another piece of human scum. You can reign in your brutality and contempt for the criminal behind a veneer of professionalism or dark humor, but every so often it's going to slip out; at first in the heat of an arrest or sentencing, and as you become more and more jaded and used to the pointless existence of life in Mega City One, it's going to slip out more often. Hopefully you won't lose it in front of your superiors.

#### **+200cp – House Arrest (Perp Only)**

The Mega Blocks are so huge they're almost cities in their own right. In fact, most inhabitants have no real reason to leave their block at all, given that it's fully-equipped with its own amenities and stores. Good thing, too, because now you can't leave your home block. Why would you even want to? Though I suppose it'd be a problem if you ever needed to go on the run...

You can still access your warehouse so long as the opening is inside your block.

#### **+200cp – Judges For Hire**

Corruption becomes rampant within the Hall of Justice. No longer just a couple of bad apples, but a whole range of your fellow Judges are on the payrolls of the wealthiest gangs and private citizens.

This will make it harder to do your job at every stage:

- Before you even leave the precinct in the morning, funding for the Hall of Justice is being drained by embezzlement; weaponry, armor and ammo will find themselves in the hands of drug cartels, and your allocations of consumable gear will be reduced.
- In carrying out your duties in the field, wealthy cartels will probably have a Judge or two on call in case an honest Judge shows up, gangs might have some jailbroken Judge equipment and corrupt superiors might take you off a 'sensitive' case and leave it unsolved.
- When you finally cuff a perp, anyone who is anybody will probably get off on a technicality before they see the inside of an iso-cube or get early parole, and perps who might rat out on their boss are probably going to "die unexpectedly in interrogation". Anything put into evidence lockers has a good chance of disappearing and ending up back on the street.

Even if you're a Perp or Crooked Judge, this is still punishing, because the other corrupt Judges will be trying to pin their shit on you as a scapegoat, or you might have to protect your local cartel (or yourself) from a hit-squad of other bought Judges. Rival gangs will have more lethal weaponry and better armor.

#### **+300 - Meat For The Grinder**

The trauma of Judge duty takes a high toll on the men and women of the Hall of Justice. Your skin could very well be bulletproof, but your integrity, your honor, your self control...those are not. You have no better than average willpower and mental fortitude. Which is unfortunate because you will pick, or be assigned, all the worst cases; the most deranged killers; the most fucked-up crime scenes. The city will do its best to chew you up and spit you out as pulp in a uniform.

As a Perp, there is no escape from the machine that is this city either. Captured and beaten by a rival gang, families skinned in blood feuds, violence and depravity brought to bear in your sight...it's not a pretty world, and Mega City One doesn't care who lives or dies.



## END

At the end of your ten years, any physical or psychological injury will be repaired, and you have one further choice to make. Drawbacks are removed.

## YOU READY?

Stay, and perhaps you can make Mega City One a better place.

## YOU DON'T LOOK READY.

Return home with everything you've gained so far.

## YOU LOOK READY.

Continue your chain.



## NOTES

v1.01 Jump by Myrmidont. With thanks as always to anons for their feedback and getting me to complete this.

This jump is intentionally limited to the 'DREDD' movie universe, as I'm in no way the best person to produce a 2000AD jump for the comics continuity.

The Sector Precinct and Jumper Block both can be modified and retains modifications.

The effects of The Visor can be put on essentially any items you wear on your head, including cybernetics if you like.

Energy weapons count as firearms for the purposes of Lawgiver imports, but to use Lawgiver firing modes and specialty ammo types they obviously have to be loaded with, and fire, the proper physical bullets. It's not some kind of 'special quality' tacked on to the laser beam or blaster bolt. It's literally your laser gun swapping over to a 'real gun' mode and firing a high-ex bullet.

The Voice Activation & Palm Locks item can be applied to any future items you make or acquire, and is entirely optional.