



# Mega-City One's Most Wanted

Welcome to *Mega-City One's Most Wanted*! A definitive collection of all the famous personalities, good and bad, that have prowled through the Judge Dredd comic strips of 2000AD. Within you will find all the rules and histories for characters such as the Angel Gang, Stan Lee, DeMarco PI (and her simian bodyguard, Travis Perkins), and many more, including the greatest judges ever to have graced the Justice Department – Judges Dredd, Anderson and Hershey. We have also managed to squeeze in some of the unique equipment, weapons and vehicles these famous people use, as well as a couple of prestige classes that will allow your players to emulate their heroes (and villains). *Mega-City One's Most Wanted* will truly elevate your games of Judge Dredd to a new and exciting level.

Sample file

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast®

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A Supplement for Games Masters and Judges

**REBELLION**

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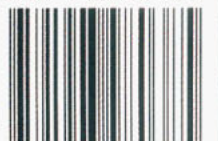
**JUDGE DREDD**

Roleplaying Game

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# Mega-City One's Most Wanted

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Sample file

# Introduction

Welcome to *Mega-City One's Most Wanted*, a collection of all the famous personalities, good and bad, that have prowled through the Judge Dredd comic strips of 2000AD. Within you will find all the rules and histories for characters such as the Angel Gang, Stan Lee, DeMarco PI (and her simian bodyguard, Travis Perkins), and many more, including the greatest judges ever to have graced the Justice Department – Judges Dredd, Anderson and Hershey. We have also managed to squeeze in some of the unique equipment, weapons and vehicles these famous people use, as well as a couple of prestige classes that will allow your players to emulate their heroes (and villains). *Mega-City One's Most Wanted* will truly elevate your games of Judge Dredd to a new and exciting level.

## Using Mega-City One's Most Wanted

The new equipment detailed in this supplement may be used by your players at any time – so long as they can afford it! While many of the new items are unique to the characters who use them, Mega-City One is a huge place and once a person gains notoriety, there will always be hundreds, if not thousands, of citizens trying to emulate them. Requests for custom vehicles, weapons and equipment can always be entertained by manufacturers, for the right price. The black market prices of these items also reflects their relative scarcity in the city compared to the more common equipment detailed in the *Judge Dredd Rulebook*.

The new prestige classes may also be used in a similar manner, so long as your players' characters meet the entry requirements. We cannot guarantee that any citizen who manages to attain the martial artist prestige class will be able to equal Stan Lee, but they are certainly welcome to try!

The bulk of this supplement, however, is taken by eighteen of the most famous characters to have appeared in Mega-City One. They are not necessarily the toughest but have managed to achieve a certain notoriety and will be instantly recognisable by any player familiar with 2000AD. The decision as to whether you should actually include them in your scenarios, however, is purely down to you, as the Games Master.

Just across the page you will find the history and characteristics of Judge Dredd, the most capable judge the Justice Department has ever seen – you will notice that, in game terms, he is extremely powerful and will be able to bring down vast numbers of perps without breaking into too much of a sweat. This is a man, after all, who has literally saved Mega-City One several times over. If your judges call for back-up and find Judge Dredd turning up, they may start thinking that all their problems are over. What is there that Judge Dredd cannot handle on the streets of Mega-City One?

The important thing to remember, of course, is that the centre of your own games is not Judge Dredd or any of the other characters presented here. It is your players and their own characters. None of the personalities presented in *Mega-City One's Most Wanted* should ever be used to give your players an easy way out of a sticky problem – or as *Deus Ex Machina*, as it is called. Instead, use them to spice up your games and remind the players that Mega-City One is truly a huge place with many other people all following their own dreams, goals and duties. The first scenario for the Judge Dredd roleplaying game, *Full Eagle Day*, demonstrates how to bring Judge Dredd himself into a game without taking anything away from the players. In a similar vein, you could have DeMarco and Travis Perkins start to interfere with your players' street gangs and rackets. If they ever visit the Radback, they may come across a certain Marlon Shakespeare. Otto Sump may require investigating (once again) when he launches a new business plan. Woe betide any players venturing into the Cursed Earth and happening upon Satanus!

## The Games Master's Screen

The Games Master's screen that came with this supplement will enable you to access many of the rules in the *Judge Dredd Rulebook* quickly and easily, allowing your games to flow at a very rapid pace – much like the comic strips themselves, in fact! You will find that all the most important tables have been laid out in a manner that will permit you to find exactly what you are looking for at any stage in your game, even the most complex firefight involving dozens of combatants.

# Judge Dredd

**Class/Level:** Street judge 18

**Hit Points:** 175

**Initiative:** +6 (+2 Dex, +4 Improved Initiative)

**Speed:** 30 ft.

**Defence Value:** 25 (+15 Reflex)

**Damage Reduction:** 6 (body suit uniform)

**Attacks:** +21/+16/+11/+6 melee or +20/+15/+10/+5 ranged

**Damage:** By weapon

**Special Qualities:** Aura of Justice, bionic eyes

**Saves:** Fort +13, Ref +15, Will +11

**Abilities:** Str 17, Dex 15, Con 15, Int 13, Wis 10, Cha 15

**Skills:** Balance +6, Bluff +8, Climb +5, Computer Use +2, Concentration +12, Drive +7, Intimidate +16, Jump +3, Knowledge (law) +17, Ride +23, Search +12\*, Sense Motive +17, Spot +16\*, Streetwise +10, Swim +5

**Feats:** Advanced Leadership, Ambidexterity, Bike Leap, Bike Wheelie, Bloodline (Fargo), Improved Arrest, Improved Initiative, Intuit Perp, Leadership, Lightning Reflexes, Luck of Grud, Menacing Presence, Nark, Point Blank Shot, Rapid Shot, Sure Grip, Toughness, Weapon Focus (Lawgiver)

**Possessions:** Standard issue Justice Department equipment

**Aura of Justice:** As a clone of Eustace T. Fargo, the first Chief Judge of Mega-City One, Dredd possesses the Aura of Justice common to the bloodline. He gains a +2 circumstance bonus to all Back-Up and Arrest checks.

**Bionic Eyes:** His original eyes lost during the famous time-travelling mission to the City of the Damned, Dredd was fitted with the most advanced bionic replacements available in Mega-City One. \* Affording 20/20 vision and a superior reduction in blink-rate, Judge Dredd gains a +4 circumstance bonus to all Spot and Search checks.

Judge Joe Dredd graduated with honour from the Academy of Law in 2079, after having been a model cadet. Since that time, he has consistently proved himself the finest street judge in Mega-City One, if not the entire world, even though his rigid adherence to the Law and quintessential hardness have earned him the nickname 'Old Stoney Face' from his fellow judges.

Whenever Mega-City One has faced its greatest times of need, Judge Dredd has inevitably been at the heart of the action, fighting to uphold the Law and protect the citizens he has sworn to safeguard. Throughout the Robot Wars,



the Apocalypse War, Judge Caligula's mad reign and the Judge Child incident, Dredd proved himself utterly inflexible and unbreakable – no matter what the challenge, he always put the Law and his city first, so much so that those closest to him began to wonder if he were not more machine than man. This all changed after the Democratic Charter March of 2109 was ruthlessly broken up by the judges. Following this incident, Judge Dredd received a letter from a young boy asking questions about the judicial system and its effects on the citizens of Mega-City One that Dredd could just not answer to his satisfaction. This led to his resignation and Long Walk into the Cursed Earth though he was later to return and reclaim his position among the ranks of street judges when his city fell under the sway of the Dark Judges' Necropolis. Since then, Judge Dredd has remained a staunch defender of the Law though those closest to him have noticed he now shows a little more sympathy, if not actual concern, for the citizens of Mega-City One.

There have been several occasions where Dredd has been offered the chance of promotion to Chief Judge of Mega-City One. He has, however, consistently turned down the offer, firmly believing his place is where it has always been - on the streets, fighting crime and upholding the Law.

# Psi-Judge Anderson

**Class/Level:** Psi-judge 16

**Hit Points:** 83

**Initiative:** +2 (+2 Dex)

**Speed:** 30 ft.

**Defence Value:** 22 (+12 Reflex)

**Damage Reduction:** 6 (body suit uniform)

**Attacks:** +17/+12/+7/+2 melee or +18/+13/+8/+3 ranged

**Damage:** By weapon

**Saves:** Fort +11, Ref +12, Will +15

**Abilities:** Str 12, Dex 14, Con 12, Int 16, Wis 16, Cha 19

**Skills:** Bluff +10, Computer Use +4, Concentration +17, Intimidate +8, Jump +3, Knowledge (law) +7, Knowledge (psi-talent) +18, Listen +7, Psi-Scanning +22, Ride +12, Search +7, Sense Motive +10, Spot +5, Streetwise +10

**Feats:** Body Fuel, Combat Manifestation, Greater Power Penetration, Improved Arrest, Inner Strength, Iron Will, Necrospan, Point Blank Shot, Power Penetration, Psychic Inquisitor, Psychoanalyst, Talented

**Possessions:** Standard issue Justice Department equipment

**Specialist:** Telepath\*

**Power Points:** 117

**Psi-Powers:** 0 level: *daze, detect psi-talent, empathy, inkling, mental sting, mind shield, missive, xenoglossy;*

1<sup>st</sup> level: *attraction & aversion, conceal thoughts, demoralise, psychometry, telepathic projection;* 2<sup>nd</sup>

level: *augury, bind, clairvoyance, detect thoughts,*

*environmental psychometry;* 3<sup>rd</sup> level: *blinking, danger sense, fabricated reality, psi-scan;* 4<sup>th</sup> level: *aura sight,*

*detect psi-scanning, divination, domination;* 5<sup>th</sup> level:

*mind probe, psychic static, sense psi-talent;* 6<sup>th</sup> level: *aura*

*alteration, mass suggestion, precognition;* 7<sup>th</sup> level:

*insanity, mind bomb*

Psi-Judge Cassandra Anderson has always been regarded as one of the elite within the Justice Department's Psi-Division, though the flippant nature common to many psi-operatives has often placed her at odds with judges on the street. Despite this, her courage and raw natural talent have impressed even the likes of Judge Dredd, with whom she has shared many high-profile missions. Her first major investigation took place upon Judge Death's first visit to Mega-City One, where Anderson heroically sacrificed herself when the foul creature possessed her mind. This was to come to naught when the other three Dark Judges – Fire, Fear and Mortis – came to the city and freed Death. Teaming up with Judge Dredd, Anderson travelled to the Dark Judges' own dimension and entered Deadworld, where she was able to act as a psychic conduit for the immense mental power for all the Dark Judges' billions of

past victims. Wielding this incredible energy, it was presumed that the Dark Judges had finally been laid to rest.

The Dark Judges were, however, to continue to feature in Psi-Judge Anderson's investigations. Judge Death was later able to influence her into releasing them from their enforced dimensional imprisonment, an action which came very close to seeing Anderson sentenced to the Titan penal colony. Defying her suspension, she embarked on her most desperate mission yet to risk her life and banish the Dark Judges once more using experimental dimension jump devices. It was this action alone that



lifted her suspension and avoided criminal charges.

Throughout her career, Anderson was to take part in many notable missions. Her illustrious service, however, began to fall apart upon the suicide of her close friend Psi-Judge Corey. Anderson was already experiencing doubts about her role in the Justice Department when an encounter with a powerful mutant child named Hope accidentally removed memory blocks placed in her mind when she was a child, forcing her to remember the abuse she had suffered earlier in life. Anderson was left with the difficult task of reconciling her past. She continued to experience severe doubts about the Justice Department, particularly when partnered with the brutal Judge Goon. The crisis came to a head during a mission to Mars, which culminated in the destruction of Eden City and the death of its two million citizens. Anderson quit the Justice Department altogether, and spent several months wandering the galaxy, but eventually returned to Earth following a precognition of an impending disaster. The threat – an entity that believed itself to be an incarnation of Satan – was swiftly defeated and Anderson was soon patrolling the streets once again, prepared to put aside her doubts in order to continue protecting the innocent.

\*Specialist telepaths and Andersons new powers are detailed fully in the *Rookie's Guide to Psi-Talent*.

# Chief Judge Hershey

**Class/Level:** Street judge 15/sector chief 2

**Hit Points:** 104

**Initiative:** +2 (+2 Dex)

**Speed:** 30 ft.

**Defence Value:** 24 (+14 Reflex)

**Damage Reduction:** 6 (body suit uniform)

**Attacks:** +17/+12/+7/+2 melee or +18/+13/+8/+3 ranged

**Damage:** By weapon

**Special Abilities:** Face of Justice

**Saves:** Fort +12, Ref +14, Will +16

**Abilities:** Str 13, Dex 15, Con 13, Int 15, Wis 14, Cha 15

**Skills:** Bluff +12, Climb +5, Computer Use +12, Concentration +10, Intimidate +18, Jump +5, Knowledge (law) +20, Ride +15, Search +14, Sense Motive +14, Spot +13, Streetwise +17, Technical +5

**Feats:** Ambidexterity, Control Crash (ride), Data Access, Far Shot, Improved Arrest, Improved Interrogation, Intuit Perp, Iron Will, Leadership, Point Blank Shot, Rapid Aim, Skill Focus (computer use), Spot Hidden Weapon, Weapon Focus (bike cannon), Weapon Focus (Lawgiver)

**Possessions:** Standard issue Justice Department equipment



Noted as being one of the toughest street judges ever to patrol Mega-City One, Judge Barbara Hershey's first major case was to work alongside Judge Dredd himself on the deep space expedition to locate the Judge Child. Though many senior judges believed, at the time, that the mission was a failure, Hershey was greatly commended by Dredd in his personal log – this no doubt played a great part in her meteoric rise through the ranks of the Justice Department.

Hershey proved her great resilience when Fink Angel infiltrated Mega-City One on a mission to assassinate her and other judges for their part in the deaths of his Pa and brothers. Though ultimately rescued by Judge Dredd, Hershey survived a long period of time in the hands of the Fink. When Judge Dredd assembled his squad to take the Apocalypse War straight into the heart of East-Meg One, Hershey proved a natural choice to accompany him. Her actions during the war resulted in her being promoted to senior judge and within four years, Hershey found herself appointed to the Council of Five, the youngest ever judge to do so.

While Chief Judge McGruder attended a meeting of judges from all over the world to discuss the defeat of Sabbat the Necromagus, Hershey was asked to fill the position of

acting-Chief Judge. This, however, only served to confirm McGruder's questionable judgement that Hershey was after the top job in Mega-City One, a feeling she felt confirmed when Hershey joined other senior judges in lobbying for the reformation of the Council of Five, disbanded since Necropolis. McGruder finally stepped down after one of the Mechanismo robots she strongly championed attempted to kill her. Hershey was beaten to the post of Chief Judge by Hadrian Volt in a vote among senior judges, due in no small part on her insistence that the government of Mega-City One be more accountable to the citizens.

Five years later, Chief Judge Volt committed suicide over what he believed were his inadequacies during the Second Robot War, when crimelord Nero Narcos made his bid to gain domination over the city. In recognition of her indomitable spirit and new ideas, Hershey was subsequently elected as Chief Judge. She has inherited a city wracked by the disasters of the past and retaining a legacy of severe manpower shortages in the Justice Department. Among the senior judges who know her best, however, there is little doubt that she will prove a worthy successor to all the Chief Judges who have gone before.