



The **JUDGE DREDD**

Roleplaying Game



The Judge Dredd Roleplaying Game

JL Elias



The Judge Dredd Roleplaying Game:

Judge Dredd RPG Matthew Sprange, 2002-09-03 I am the Law and you better believe it Welcome to Mega City One a city of over four hundred million people and everyone of them a potential criminal Stretching the length of the 22nd century American eastern seaboard Mega City One is the most dangerous city on earth for it is calculated that one serious crime takes place every second of every day So dangerous it demands a special breed of law enforcer Here there are no police no trials and no juries only the judges It takes fifteen years to train a judge for life on the streets of Mega City One Fifteen years of iron discipline rigid self control and concentrated aggression Toughest of all judges is Joe Dredd a man vested with the power of instant sentence a man whose court is the streets and whose word is the Law The Judge Dredd role playing game based on the D20 System will take players to the heart of Mega City One and beyond either as judges determined to uphold the Law or perps willing to risk everything for personal profit and gain Judge Dredd: The Day the Law Died: (Judge Dredd & The Worlds of 2000 AD Roleplaying Game) Richard August, John White, 2020-12-23 CAL IS WATCHING YOU Mega City One is being terrorised under the heel of the tyrannical Chief Judge Cal and only the implacable Judge Dredd seems willing to stand in his way Framed for murder and derided as the worst type of criminal during Cal s grab for ultimate power Dredd is soon hailed as the only person capable of standing in the megalomaniac s way As the Big Meg trembles under Cal s terrifying grip will you join the Judges conditioned into supporting him or stand with the small band of rebels dedicated to bringing his reign to an end The Day the Law Died provides an in depth treatise on the Special Judicial Squad the Justice Department s stern internal affairs branch additional species options such as troggies and Kleggs several career choices for civilians perps and Judges new equipment and vehicles a full gazetteer covering the timeline of Cal s reign and how best to survive it plus a number of exciting scenarios including a ride on the Helter Skelter Set during Chief Judge Cal s despotic reign over the Justice Department and Mega City One this supplement will offer some tough choices for players of the Judge Dredd the World of 2000 AD roleplaying game Requires the use of the Judge Dredd The Worlds of 2000 AD core rulebook **The Mighty One** Steve MacManus, 2016-09-07 Steve MacManus the editor of 2000 AD during its 1980s heyday lifts the lid on how the UK s most important comic came into existence and his extraordinary role in shaping it into a industry revolutionising icon In 1973 a twenty year old MacManus joined Fleetway Publications as a sub editor on UK adventure title Valiant Six years later he took charge of the company s most celebrated weekly 2000 AD shepherding it through its Golden Age as he commissioned numerous hit series such as The Ballad of Halo Jones Sl ine Rogue Trooper Nemesis the Warlock and more For many he remains the definitive editor of the multi award winning SF anthology Now in this warm and witty memoir MacManus vividly describes the fiercely creative environment that was British comics in the 1970s and 80s from Battle and Action to the stellar rise of 2000 AD and Judge Dredd he details the personalities at play and the corporate politics and deadline battles he and others engaged in on a daily basis With keen insight MacManus reveals how 2000 AD defined

comics for a generation and became a global phenomenon Judge Dredd Andrew Peregrine, Richard August, John White, 2019-05-11 ON THE LUNA FRONTIER ONLY THE STRONG SURVIVE Judge Dredd's world extends beyond the borders of Mega City One The Moon provides new challenges to Judges Perps and Citizens who choose to escape the claustrophobic cityblocks and make a life for themselves amidst the oxygen short crowded and lawless expanse of the Luna 1 colony Get assigned to the moon to keep the peace as Judges in the Luna Marshal campaign or deal with a criminal gang in the frontier town of Grey Rock as Civilians and Perps in Sundance Rising With expanded rules for Luna characters new Judge careers including the Luna Judge Zero Squad and non Judge careers such as the Loonie Cultist and Gunslinger in depth descriptions of Luna 1 and the surrounding areas as well as the Titan penal colony and summaries of more of Dredd's early case files this supplement is an essential addition to the Judge Dredd The Worlds of 2000 AD roleplaying game *Monsters, Aliens, and Holes in the Ground, Deluxe Edition* Stu Horvath, 2023-10-10 A richly illustrated encyclopedic deep dive into the history of roleplaying games When Gary Gygax and Dave Arneson released Dungeons Dragons in 1974 they created the first roleplaying game of all time Little did they know that their humble box set of three small digest sized booklets would spawn an entire industry practically overnight In Monsters Aliens and Holes in the Ground Stu Horvath explores how the hobby of roleplaying games commonly known as RPGs blossomed out of an unlikely pop culture phenomenon and became a dominant gaming form by the 2010s Going far beyond D D this heavily illustrated tome covers more than three hundred different RPGs that have been published in the last five decades Monsters Aliens and Holes in the Ground features among other things bunnies ghostbusters soap operas criminal bears space monsters political intrigue vampires romance and of course some dungeons and dragons In a decade by decade breakdown Horvath chronicles how RPGs have evolved in the time between their inception and the present day offering a deep and gratifying glimpse into a hobby that has changed the way we think about games and play The deluxe edition will include a foil stamped cover and slipcase with a cloth binding a ribbon gilded edges and an 8 5x11 inch card stock poster of the regular edition Judge Dredd Russ Morrissey, Andrew Peregrine, 2019-03-17 THE ROBOTS ARE REVOLTING All across Mega City One the Robots are turning against their human masters Chaos reigns as the charismatic Robot leader Call Me Kenneth rallies the city's Robots to his side and only the Judges stand in their way Play as Judges in The Robot Wars or as Civilians and Perps in Saving Matt Damon Block as war rages across the embattled city With expanded rules for Robot characters in depth discussion of Robots role in society and summaries of Dredd's earliest case files this supplement is an essential addition to the Judge Dredd The Worlds of 2000 AD roleplaying game Requires the use of the Judge Dredd The Worlds of 2000 AD core rulebook Game Preview Nicolae Sfetcu, 2014-05-04 A guide for game preview and rules history definitions classification theory video game consoles cheating links etc While many different subdivisions have been proposed anthropologists classify games under three major headings and have drawn some conclusions as to the social bases that each sort of game requires They divide games broadly into

games of pure skill such as hopscotch and target shooting games of pure strategy such as checkers go or tic tac toe and games of chance such as craps and snakes and ladders A guide for game preview and rules history definitions classification theory video game consoles cheating links etc **Monsters, Aliens, and Holes in the Ground** Stu Horvath, 2023-10-10 A richly illustrated encyclopedic deep dive into the history of roleplaying games When Gary Gygax and Dave Arneson released Dungeons Dragons in 1974 they created the first roleplaying game of all time Little did they know that their humble box set of three small digest sized booklets would spawn an entire industry practically overnight In Monsters Aliens and Holes in the Ground Stu Horvath explores how the hobby of roleplaying games commonly known as RPGs blossomed out of an unlikely pop culture phenomenon and became a dominant gaming form by the 2010s Going far beyond D D this heavily illustrated tome covers more than three hundred different RPGs that have been published in the last five decades Monsters Aliens and Holes in the Ground features among other things bunnies ghostbusters soap operas criminal bears space monsters political intrigue vampires romance and of course some dungeons and dragons In a decade by decade breakdown Horvath chronicles how RPGs have evolved in the time between their inception and the present day offering a deep and gratifying glimpse into a hobby that has changed the way we think about games and play *The Secret Zombie History of the World* Toby Venables, Matthew Sprange, Paul Finch, 2013-12-10 THE ROTTING TIDES OF HISTORY VIKING DEAD Northern Europe 976 AD Bj If and the Viking crew of the ship Hrafn flee up an unknown river after a bitter battle only to find themselves in a bleak land of pestilence where the dead return as draugr to feed on the flesh of their kin Terrible stories are told of a dark castle in a hidden fjord and of black ships that come raiding with invincible draugr berserkers And no sooner has Bj If resolved to leave than the black ships appear STRONGHOLD Ranulf a young English knight is among the force sent to capture Grogen Castle from Welsh rebels Even as the English celebrate their triumph the native druids are summoning a tireless army of bone and raddled flesh in retaliation Now for the sake of all Ranulf must defy his masters and rescue the daughter of his enemy but hope lasts only so long as the stronghold once thought impregnable holds out against the legions of the angry dead DEATH HULK Orders to chase down the French frigate Elita off the Cape of Good Hope come as welcome news to Captain Havelock stranded with the rest of the fleet at Spithead and waiting for France to initiate hostilities Here is a chance for glory and wealth Very soon however Captain Havelock will come to realise that theirs are not the only two warships in the southern ocean An enemy thought long since vanquished has risen from the deeps *Dice Men* Ian Livingstone, 2022-11-10 It never seems like the right time to start a business The idea to start our own company first cropped up during one of our many beer and a board game sessions after work at our flat And when Steve began writing reviews of board games for Games Puzzles magazine we all got even more interested in the idea So one day we did It was January 1975 Since then Games Workshop has grown into a cornerstone of the UK gaming industry From the launch of Dungeons and Dragons from the back of a van to creating the Fighting Fantasy series co founders Ian Livingstone and Steve Jackson tell their remarkable

story for the first time An initial order of only six copies was enough for Games Workshop to secure exclusive rights to sell Dungeons and Dragons in the whole of Europe Hobbyists themselves Steve and Ian s passion for the game soon spread and in 1977 they opened the first Games Workshop store They went on to become bestselling authors and created an entirely new genre of interactive stories Dice Men is more than just the story of an iconic shop which has changed gaming for ever it s an insight into the birth of an industry Games Workshop has grown from its humble beginnings to become a global company listed on the London Stock Exchange a FTSE 250 company with a market capitalisation of more than 3 5 billion Dice Men is the story of the rollercoaster early years

The Sleeping Kin John Caliber,2000ad Artists,2002-12-10 The second Judge Dredd scenario from Mongoose Publishing takes a patrol of judges on a roller coaster ride through Mega City One in a desperate attempt to track down evil Sov block agents before they bring the Justice Department to its knees Complete with all new rules Sleeping Kin not only provides several gaming sessions of exciting adventure it also forms a vital part of the growing Judge Dredd roleplaying game

The Superhero Book Gina Misiroglu,2012-04-01 The ultimate compendium to everyone s favorite participants in the eternal battle between good and evil Profiles of more than 1 000 mythic superheroes icons and their place in popular culture Superhuman strength Virtual invulnerability Motivated to defend the world from criminals and madmen Possessing a secret identity And they even have fashion sense they look great in long underwear and catsuits These are the traits that define the quintessential superhero Their appeal and media presence has never been greater but what makes them tick their strengths weaknesses secret identities and arch enemies The Superhero Book The Ultimate Encyclopedia of Comic Book Icons and Hollywood Heroes is the comprehensive guide to all those characters whose impossible feats have graced the pages of comic books for the past one hundred years From the Golden and Silver Ages to the Bronze and Modern Ages the best loved and most historically significant superheroes mainstream and counterculture famous and forgotten best and worst are all here The Avengers Batman and Robin Captain America Superman Wonder Woman Captain Marvel Spider Man The Incredibles The Green Lantern Iron Man Catwoman Wolverine Aquaman Hellboy Elektra Spawn The Punisher Teen Titans The Justice League The Fantastic Four and hundreds of others Unique in bringing together characters from Marvel DC and Dark Horse as well as smaller independent houses The Superhero Book covers the best loved and historically significant superheroes across all mediums and guises from comic book movie television and graphic novels With many photos and illustrations this fun fact filled tome is richly illustrated A bibliography and extensive index add to its usefulness It is the ultimate A to Z compendium of everyone s favorite superheroes anti heroes and their sidekicks villains love interests superpowers and modus operandi

The Fantasy Roleplaying Gamer's Bible Sean Patrick Fannon,1999 Fantasirollespil

The Shadowmage Trilogy Matthew Sprange,2012-05-15 The world of Twilight turns in the darkness illuminated by the ethereal glow of the god planet Kerberos This is a world of heroes and monsters in which four unique individuals stand against the end of everything One such man is Lucius Kane a rogue born into thievery when his

family is destroyed by war On the hard streets of Turnitia ruled over by a fearsome army and a corrupt priesthood Lucius learns of his terrifying legacy Lucius is a Shadowmage a powerful sorcerer blessed with the ability to manipulate all the threads of magic Using his newfound arcane skills and accompanied by his unusual friends Lucius must stand against those determined to tear his city apart while all across the peninsula great powers play for the ultimate prize This stunning fantasy features the previously unseen final part of The Shadowmage Trilogy completing the saga of Lucius Kane A perfect place for new readers to enter the world of the Twilight of Kerberos *Night's Haunting* Matthew Sprange,2009-10-15 He's dead Lucius Dead While you were off playing thief they killed him Thief and Shadowmage Lucius Kane has found that his influence and power in the underworld of Turnitia has grown The thieves guild is prosperous and his magical skills have proved a great asset to his peers His prospects seem boundless until the Empire of Vos descends upon the City Soldiers fill the streets and a new cleric has taken command of the souls of Turnitia's citizens This strange priest has promised to eradicate the thieves guild as well as outlaw unlicensed magic and the pagan Shadowmages are at the top of his list Lucius will come to realise that once again a war in the streets of his city must be fought Legacy's Price Matthew Sprange,2012-05-21 Lucius Kane thief and Shadowmage now rules over the thieves guild in the city of Turnitia The new ruling lord has proven willing to work with the thieves and relations with the beggars and Shadowmages guilds are relaxed and friendly Now however an ancient artefact calls to Lucius one that will unlock the secrets of his own heritage But such power inevitably attracts others determined to harness its mystical energies for their own ends and a game of brinkmanship erupts between the two great empires Vos and Pontaine Will Lucius be prepared to pay his legacy's price and find out who he truly is Solid State Shadow Omnibus - Science fiction space opera adventure inspired by Mass Effect, Star Wars, Judge Dredd, Blade Runner Alexei Cyren,2013-10-13 Solid State Sigma Series Solid State Shadow Volumes One to Three Volume One Night Harbour Ariel Blake is a Siren agent out for revenge against her mother's killers and one of the government's most merciless operatives She is charged with investigating a high profile armed robbery of a Shiro Express courier The trail leads to the ruthless genius Gilead Hightower and the Black Phoenix the terrorists responsible for her mother's death Both are after a black ops government project so secret no one not even the government itself even realized it existed until now She has to stop the Black Phoenix from getting powerful new technology but she has to find it first Only Gilead Hightower has the answers and he isn't talking Rake Ashcor one of the deadliest assassins in the star system with over a thousand kills to his name has been hired by the Phoenix to get the technology and silence Gilead for good When Ariel's friends get trapped in a virtual world that can kill she has a tough choice to make is finding the location of the black ops project worth her life and the lives of her friends or will she let the Black Phoenix get what they want If Rake and the Phoenix succeed the System Alliance could be torn apart How far will she go for vengeance Volume Two Gilead's Gambit Ariel Blake is one of the top Siren agents of the System Alliance who is driven by one thing revenge She discovers the Black Phoenix terrorists are after her childhood friend

Eve Lang when they attack the mall in their home town Worse still Eve is not all she appears to be and Ariel must wrestle with her transformation into something that is no longer human That doesn't stop her from putting Eve's safety as priority number one and keeping her out of Phoenix hands Rake Ashcor the assassin who nearly killed her at Night Harbour is also gunning for Eve If Rake gets her the Black Phoenix may obtain the key to using the Solid State Shadow technology Something Ariel fears more than anything Volume Three Trinity Tower Ariel Blake must rescue childhood friend Eve Lang from Gilead Hightower The team tracks the genius down and find themselves caught up in a chaotic firefight while trying to rescue her The situation gets worse when Aminon a mysterious shadow organization tries to silence Eve at the same time for things she can't even remember Finding Eve and Gilead isn't Ariel's only challenge The ruthless Phoenix have planned something big It will be the opening act of a new chapter in history Assassin Rake Ashcor strikes a deal with Gilead for Eve and if he gets her nothing will stop the Black Phoenix from killing millions in a few short hours Guaranteed Night Harbour - Sci fi novel space opera adventure inspired by Mass Effect, Star Wars, Judge Dredd, Blade Runner Alexei Cyren, 2013-10-13 Ariel Blake is a Siren agent out for revenge against her mother's killers and one of the government's most merciless operatives She is charged with investigating a high profile armed robbery of a Shiro Express courier The trail leads to the ruthless genius Gilead Hightower and the Black Phoenix the terrorists responsible for her mom's death Both are after a black ops government project so secret no one not even the government itself even realized it existed until now She has to stop the Black Phoenix from getting powerful new technology but she has to find it first Only Gilead Hightower has the answers and he isn't talking Rake Ashcor one of the deadliest assassins in the star system with over a thousand kills to his name has been hired by the Phoenix to get the technology and silence Gilead for good When Ariel's friends get trapped in a virtual world that can kill she has a tough choice to make is finding the location of the black ops project worth her life and the lives of her friends or will she let the Black Phoenix get what they want If Rake and the Phoenix succeed the System Alliance could be torn apart How far will she go for vengeance Solid State Shadow Night Harbour is part of an action packed sci fi space opera that is inspired by Mass Effect Star Wars Judge Dredd Die Hard Continuum and Blade Runner Adventure romance revenge mecha paranormal powers and intrigue fill the pages of this new saga If you're looking for nearly non stop blood pumping excitement you'll want to start here Night Harbour is Book One of the Solid State Sigma Series Dystopian States of America Matthew B. Hill, 2022-09-13 Dystopian States of America is a crucial resource that studies the impact of dystopian works on American society including ways in which they reflect our deep and persistent fears about environmental calamities authoritarian governments invasive technologies and human weakness Dystopian States of America provides students and researchers with an illuminating resource for understanding the impact and relevance of dystopian and apocalyptic works in contemporary American culture Through its wide survey of dystopian works in numerous forms and genres the book encourages readers to connect with these works of fiction and understand how the catastrophically grim or

disquieting worlds they portray offer insights into our own current situation In addition to providing more than 150 encyclopedia articles on a large and representative sample of dystopian apocalyptic narratives in fiction film television and video games including popular works that often escape critical inquiry *Dystopian States of America* features a suite of critical essays on five themes war pandemics totalitarianism environmental calamity and technological overreach that serve as the foundation for most dystopian worlds of the imagination These offerings complement one another enabling readers to explore dystopian conceptions of America and the world from multiple perspectives and vantage points

Rogue Trooper Ben Rogers, John White, 2020-09-13 IN THE BATTLE FOR NU EARTH CHOOSING A SIDE IS NEVER STRAIGHTFORWARD In *Rogue Trooper*'s universe the battle for Nu Earth dominates everything The Greater Nordland Republic and the Souther Confederacy wage an endless war for control of a poisoned planet Desperate for an edge the Southerners have developed superhuman soldiers known as Genetic Infantrymen or GIs and thrown them against their enemy in the hopes of stalling the Northerners' inexorable advance Despite being outgunned and outnumbered even a single GI can often be enough to turn the tide of a battle Whether as an enlisted human or GI clone it's time to join the Souther defence against the relentless assault of the Northerners Welcome to Nu Earth Do not leave home without your chemsuit *Rogue Trooper* offers several new species such as the Genetic Infantryman and Strigoi a raft of new careers that define a character's military service on either side of the conflict new equipment and vehicles designed to keep the characters safe during their mission a full gazetteer of Nu Earth plus tips and tricks to running games of *Rogue Trooper* in other settings with different themes Set against the backdrop of the unending war for control of Nu Earth this supplement provides a completely new experience for the *Judge Dredd the World of 2000 AD* roleplaying game Requires the use of the *Judge Dredd the Worlds of 2000 AD* core rulebook

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