Gangs of Mega-City One
Judge Dredd Urban Warfare

Matthew Sprange

Contents

Credits

Editing & Line Development
Ian Belcher

Cover Art
Warren Mahy

Interior Illustrations
Charlie Adlard (83), Chris Blythe (63, 83), John Burns (82), Andy Clark (44, 71), Mike Collins (81), Carl Critchlow (6, 85, 90), Eva de la Cruz (74), Andrew Currie (4, 88), D'Israeli (53), Richard Elson (6), Carlos Ezquerra (9, 15, 31, 32, 49, 59), Henry Flint (63), Ian Gibson (98), Patrick Goddard (79), John Higgins (2), Inaka Miranda (74), Danilo Moretti (11, 12, 14, 16, 18, 20, 22, 23, 27, 28, 73, 86, 91, 92, 93, 94, 95, 96, 97, 99), Jim Murray (24, 56), John Ridgway (29), Stephen Shepherd (101), Robin Smith (81), Lee Sullivan (41), Steve Tappin (4, 88), Dylan Teague (44, 79), Nathan Webb (34, 35, 36, 37, 38, 39, 40), Colin Wilson (84)

Additional Text
Marc Farrimond, Matt Sharp

Graphic Design
Anne Stokes

Proof Reading
Ron Bedison & Mark Quennell

Studio Manager
Ian Barstow

Production Director
Alexander Fennell

Playtesters
Chris Allen, Kelly Armstrong, George J Bachman, Christopher J Borocki, Simon Dethan, Richard Ford, Mike Hillsgrove, Kevin Lepley, Tristan Lomas, James McWee, Chris Shockey, Paul Taylor, Stu Teasdale, Glenn Wallbridge, Nichola Wilkinson

Judge Dredd created by John Wagner and Carlos Ezquerra

Top Dog

Every gang has a top dog, the most canny and violent punk in his block. The top dog is the leader of the gang and all members look up to him for direction in their criminal activities. His decisions will affect the entire future of the gang, from where they begin expanding their turf to who will be recruited to replace any losses.

Spd	Ag	Res	CC	Hts	WtF	Recruitment Cost	Rep
5"	4+	6	3D	1	2+	Free	5

Hardened Criminal: The top dog receives one trait of the player's choice for free from the list in the Traits chapter.

Natural Leader: The top dog can bark commands to any two gang members within 10" of his position at the start of his first action. The gang members may take actions simultaneously with the top dog (though they do not have to be the same type of actions, nor do they have to remain within 10" throughout the turn), effectively allowing you to move and fight with three models at once. Each model must complete its normal two actions before another may be used. During this time, the gang members use the top dog's Will to Fight score, if it is better than their own. No line of sight (see page 13) is needed to use Natural Leader. Note also that models being commanded in this way are free to use any abilities or talents they possess, such as the Lieutenant trait described on page 67, allowing gangs to potentially move as a cohesive whole. See Fig 11 on page 70 for an example of Natural Leadership.

Punk

Punks are the mainstay of most gangs, the raw muscle used by the top dog to start protection rackets, grab new turf and overcome rival gangs. They are good fighters, able to achieve most of the aims set before them by the top dog. One punk in the gang may be given the Lieutenant trait (see page 67 for full details on this trait) for free. This is the top dog's right hand man and will help keep the rest of the gang in line.

Spd	Ag	Res	CC	Hts	WtF	Recruitment Cost	Rep
5"	5+	6	2D	1	3+	1,000 cr.	1

Juve

Most youngsters belong to their own juve gangs, groups of troublemakers who roam malls and plazas, agitating anyone they believe cannot fight back. The more forward-looking juves will join fully fledged street gangs, fighting alongside the adults and enjoying all the perks of full gang membership. To them, belonging to a gang is no longer a fun pastime but a serious career option.
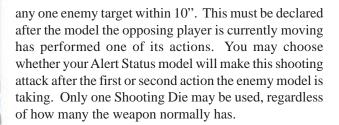
Spd	Ag	Res	CC	Hts	WtF	Recruitment Cost	Rep
5"	5+	5	1D	1	4+	500 cr.	0

any one enemy target within 10". This must be declared after the model the opposing player is currently moving has performed one of its actions. You may choose whether your Alert Status model will make this shooting attack after the first or second action the enemy model is taking. Only one Shooting Die may be used, regardless of how many the weapon normally has.

An Alert Status model is free to choose any enemy target within range, subject to the targeting rules on page 13, not just the one currently taking an action. In addition, any number of models on Alert Status may fire once each during an enemy turn, so be careful of making frontal assaults on your opponent's gang!

Unless otherwise stated in a scenario, all models will automatically start the game on Alert Status.

Injuries

Up to now, when a model has been reduced to 0 Hits, it has been removed from the table as a casualty. Despite the incredibly destructive weaponry available to the gangs of Mega-City One, it is entirely possible that injured models may only be stunned or scratched by incoming damage – alternatively, even if they are not killed, they may suffer crippling effects. This is all handled by the rules for injuries.

When a model has been reduced to 0 Hits, the attacker determines the severity of its wounds by rolling two dice and consulting the table below. You should add +1 to the dice roll for every point by which the damage that reduced it to 0 Hits exceeded its Resilience.

Many of the effects of the table below will result in the model being removed from the game as normal but have a powerful effect on campaign games, as described in the Expanding a Gang chapter. It is perfectly possible for a model to be crippled for life from one injury – such is the life of a perp in Mega-City One.

Injury Table

Dice Roll	Wound Sustained
0–3	Stunned
4–5	Scratched
6–7	Minor Injury
8	Hurting
9	Serious Injury
10	Crippled
11	Blown Apart
12+	Dead

Stunned: The model has a lucky escape and is only stunned by the wound. He immediately regains 1 Hit and remains motionless on the table for one full turn, without being on Alert Status and unable to perform any actions. Stunned models roll one fewer close combat dice (to a minimum of 0). They may, however, be shot at or charged as normal. After this time, he may rejoin the fight, acting normally. Models suffering from multiple stuns (whether from injury or Stun weapons, as described on page 33) will not have the amount of time they must remain stunned added together on each occasion. Instead, simply use the longest lasting stun from the present time. Stunned models can be laid upon their side to show their status.

After Each Fight

After two gangs have fought in a scenario, they will retire back to their hideouts to lick their wounds and count their blessings. At the end of each fight, both gangs must go through the following checklist.

1. Injuries
2. Reputation
3. Traits
4. Turf
5. Credit Collection
6. Recruiting
7. Making Purchases
8. New Challenge

These steps are covered in detail below.

1. Injuries

Any long lasting injuries sustained by gang members must be marked down on the Gang Log Sheet, along with any permanent effects, as detailed on page 24. A player may automatically remove any gang member from his Gang Log Sheet during this time, effectively retiring him. This is usually done when a gang member has become too seriously injured to be effective in fights, though it can be done for any reason.

If the gang's top dog is killed or retired after a fight, a punk with the Lieutenant trait (you can choose which punk if there is more than one) will become the top dog. The model automatically gains the Natural Leader special rule, replacing the Lieutenant trait, and may now have up to ten traits. No other bonuses are received. From this point on, the model is considered to be the gang's top dog.

- If you have no punks with the Lieutenant trait, then the punk with the highest Rep becomes top dog, gaining the Natural Leader special rule and being able to attain up to ten traits, as above. No other bonuses are received. From this point on, the model is considered to be the gang's top dog.

- If you have no punks in your gang at all, then immediately add a punk to your gang roster for free. This punk has the Natural Leader special rule and may have up to ten traits – a tough new punk has arrived on the scene to boss around the young juves as he sees fit. No other bonuses are received. From this point on, the model is considered to be the gang's top dog.

The gang will keep any equipment carried by a killed, injured or retired gang member. However, equipment carried by any killed, injured or retired specialists is also lost as few gang members are likely to have the skills or knowledge to use such items effectively.

2. Reputation

The victorious gang of a fight will gain a +1 bonus to its Reputation modifier. The losing gang will suffer a –1 penalty to its Reputation modifier. A gang's Reputation score may never drop below 1. If losing many fights brings a gang's Reputation modifier so low that it reduces the gang's Reputation to 1, ignore any further penalty.

If you were fighting a gang with a higher Reputation than yours, you will receive a bonus, reflecting the honour you gain in the criminal underworld for having the nerve to stand up to someone far more powerful without being tempted to call the judges. If you won the fight, you gain a bonus to your Reputation equal to half the difference between your gang's overall Reputation score and your opponent's, rounding down. This is in addition to the normal +1 bonus for winning the fight anyway.

If you lost a fight with a gang whose Reputation was more than (or exactly) 5 higher than yours, you do not lose any Reputation from the fight as described above. Instead, you will receive a +1 bonus.

3. Traits

The longer a gang member stays within a gang, the more experienced he will become. This is reflected by the number of traits he has, special abilities that will grant him new talents and make him a better gang member.

After each fight, roll one die for every gang member that is still standing (that is every gang member who was not removed due to injury or failing a Will to Fight check). On the roll of a 5 or 6, that gang member gains a new trait.

A die may also be rolled for every gang member that survived a fight uninjured, even though it may have been removed from play (by failing a WtF check, for instance). On the roll of a 6, that gang member gains a new trait. Gang members that voluntarily fail a WtF check and are removed from play do not get to make this roll; they have no chance of gaining a trait in this way.

The winner of the fight may also select any one surviving model in his gang and automatically give it a trait without

Equipment: Batglider, hand bombs, handgun

Bat-glider: To use his batglider, a batter must launch himself with a Move action from a height of at least 10". Once airborne, he can use his skill in traversing air currents to stay aloft for a long period of time – far longer than most gang fights last. While gliding, a batter has a Speed of 10" and can automatically cross any terrain without penalty. He must make at least one Move action every time he is nominated to move. He can make shooting attacks as normal but if he makes a Charge action into close combat he is considered to have landed and must launch himself again from a suitably high height in order to regain the benefit of his batglider. Charging into close combat in this way grants him +1 close combat die. Other models (other than skysurfers) may not charge a batter, as he will simply flap a little and rise above their heads. Batters (and skysurfers) may always charge other batters. Batters may never gain the Heavy Weapon trait.

Blitzer

Whereas an assassin is a coldly calculating killer, the blitzer is an instrument of absolute terror. Usually hired by mobsters to perform hits upon their enemies, an influential top dog may be able to find an unemployed blitzer to perform his dirty work. A blitzer is an exceptionally tough individual, fully capable of walking alone into the heart of enemy turf, violently slaughtering anyone who gets in their way. Blitzers have even been known to be unleashed on individual judges who get too close to criminal activities. Such open methods of assassination are not without their problems and so each blitzer is implanted with a bomb in his brain that constantly monitors his emotional state. If he ever surrenders, the bomb detonates, killing the blitzer instantly and ending any possibility of him revealing valuable information.

Traits: Armour Penetration, Close Combat Master, Thick Skin, Tough, Thundering Charge

Equipment: Spit Pistol

Blitzer Bomb: Blitzers are programmed never to surrender on pain of death – this way, they can never reveal who their employers are. If a blitzer is ever arrested or taken hostage, the blitzer bomb in his head will detonate, killing him immediately.

Spread the Fear: Blitzers learn to attack hard and fast, never giving their victims time to recover. Whole gangs may flee before their manic assault. A –1 penalty is applied to all Will to Fight checks enemy models within 6" of the blitzer have to take, for any reason. Note that this bonus does not stack with itself; two blitzers within 6" of an enemy juve will apply a –1 penalty to the juve's WtF checks, not –2. Models with the Nerves of Steel trait are unaffected by this ability and take no penalty to their WtF checks.

Specialists (Cont.)

Specialist	Spd	Ag	Res	CC	Hts	WtF	Traits	Required Reputation	Recruitment Cost	Rep
Batter	5"/10"	5+	6	1D	1	4+		10	6,750 cr.	5
Blitzer	5"	3+	7	4D	2	2+	Armour Penetration, Close Combat Master, Thick Skin, Tough, Thundering Charge	25	16,000 cr.	11

Rumble on the Streets

Even the dumbest punk in the city block has a reason for fighting his rivals. It may be to gather reputation, steal credits, rescue a comrade or to increase his gang's turf but, somewhere, in the punk's twisted logic, there will be a good reason.

Challenges

Whenever a player challenges another's gang to a fight, he must also inform his opponent which scenario he intends to play. Different scenarios are listed in this chapter and players are free to choose any one they wish – they may even devise their own scenarios unique to the tactics of their own gang.

Some scenarios have conditions or requirements that must be met before they can be selected. Others have an effect on the after fight process detailed on page 60. In all cases, any requirements or changes to the rules are listed in the individual scenario below. You must always use your entire gang in each fight – you cannot leave members behind unless they are suffering from a Crippled or Blown Apart injury!

The Table Top

The space reserved for playing *Gangs of Mega-City One* should be at least 24" by 24". Players should set up terrain in any mutually acceptable method (such as one player setting up all the terrain features and his opponent choosing which table edge to set up on, instead of randomly determining which table edge players should use, as most scenarios in this chapter do) and may theme the terrain as they wish – gangs can fight in shopping malls, on crowded streets, in the ruins of a blasted and irradiated sector, within the Undercity or, perhaps, outside Mega-City One in the Cursed Earth.

The general rule, however, is that the more terrain you have, the better the game will be. Models should have to negotiate rough terrain to get into good positions, running up ramps and diving through buildings in order to get a clear line of sight to an enemy. So, try to fill your playing area up as much as you can! A good method is to start by placing a terrain piece in the middle of the playing area, then placing more terrain pieces adjacent to it (or within just a few inches) in an outwardly going spiral until the table is covered, or you have run out of terrain. This will ensure you have lots of terrain to negotiate and will give you some idea of what life is really like in the darker areas of Mega-City One.
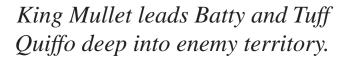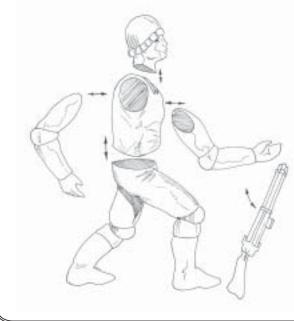
King Mullet resists arrest and charges a Judge, while his juves provide covering fire.

King Mullet leads Batty and Tuff Quiffo deep into enemy territory.

Assembling your miniatures

As can be seen, assembling your Gangs of Mega-City One Miniatures could not be easier! You will need:

Polystyrene cement for glueing

A craft knife or flat nosed cutters

Once assembled, you can paint your miniatures – using modelling paints, inks and brushes – in to your own liking!