

Judge Dredd Rulebook

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Judge Dredd: The Cape and Cowl Crimes John Wagner 2017-04-11 COSTUMES ARE FOR CREEPS!
From super-powered aliens to Cursed Earth mutants, Judge Dredd dishes out justice to all in this action-packed collection of stories from some of comic's biggest talents, including John Wagner, Alan Grant, Carlos Ezquerra, Mike Collins, Alan Davis, Simon Bisley, Richard Elson, Simon Spurrier and Eric Powell, amongst many others. Welcome to Mega-City One, a nightmarish metropolis situated along the east coast of post-apocalyptic North America. Poverty is rife, crime is rampant, and only the Judges - empowered to dispense instant justice - can stop total anarchy. Toughest of them all is JUDGE DREDD - he is the Law! There are plenty of law-breaking freaks amongst the citizenship of the 'Big Meg'. From Futsies to Umpty-baggers, the Judges have their hands full. But the worst offenders are those who try and enforce their own brand of justice. Especially that strange strain of vigilante who chooses to hit the streets in brightly-coloured spandex!

Stargrave: Quarantine 37 Joseph A. McCullough 2021-09-16 When it was commissioned, Imperial Research Station 37 was home to nearly 10,000 scientists and researchers working on a vast array of biological and chemical projects. Then, six months before the outbreak of the war, Station 37 went dark. No escape pods were launched and all attempts at communication went unanswered. Only a solitary, repeating broadcast filled the silence: "This station is under quarantine - do not approach". When the war came, the station was forgotten, left to drift lifelessly in its empty system. Now, in the aftermath of the Last War, Station 37 has been rediscovered and its broadcast heard once more... Quarantine 37 is a supplement for Stargrave in which players lead their crews into an abandoned space station, hunting for lost technology, unique research, and forgotten experiments. Compete with your opponents for these valuable resources across two competitive mini-campaigns, or venture into the vast maze of corridors and laboratories alone in the first Stargrave solo campaign. Also included are six new soldier types, new backgrounds and powers, terrifying additions to the bestiary, and a new advanced technology table packed with loot to help you in your adventures in the ravaged galaxy.

Judge Dredd: Helter Skelter Martin Wallace 2019-10-29 Something in the multiverse has shattered, and now the universe is bleeding. Throughout Mega-City One there are reports of invaders wreaking havoc. Celtic barbarians in Ezquerra Block. Russian nobles in Apetown. And rumours of fragments of other universes, waiting to be claimed. Head to the streets of Mega-City One with Judge Dredd- Helter Skelter, a new miniatures board game combining Martin Wallace's critically-acclaimed Wildlands rules with the worlds of 2000 AD. Four unique factions bring iconic characters from Sl iine, Nikolai Dante, and Strontium Dog crashing into Mega-City One, all intent on finding the shattered fragments of their own universe and crushing anyone who gets in their way. Things are going to get rough, but one thing

is certain. No matter what universe you are from, you still have to answer to the Law! Players- 2-4 Ages- 14+ Playing Time- 30-60 minutes Contents- 20 unique ink-washed miniatures, 188 cards, double-sided playing board, counters and tokens

Bolt Action: Tank War Warlord Games 2014-09-20 Tank War, the new supplement for Bolt Action, gives players the option to expand their games to a whole new level - armoured warfare. Recreate such great engagements as the battle of Kursk with the scenarios, army options and special rules found in this book. Whether you want to add more armour to your existing armies or build an entirely armoured force, Tank War has you covered.

Klendathu Invasion Matthew Sprange 2006-01-01 Starship Troopers has, for generations, been the iconic book of science fiction warfare. Written by Robert A. Heinlein, one of the greatest science fiction authors of all time, this has been a game in waiting for decades and it is now available from Mongoose Publishing. Klendathu Invasion takes the hugely popular new science fiction wargame, Starship Troopers, to the home planet of the Arachnids, Klendathu itself. The first Terran assault on Bug Central ended in catastrophic failure, and almost cost humanity the war. In this exciting gaming source book, players can attempt to emulate or outdo the performances of their chosen army and change the course of interstellar history!

Judge Dredd RPG Matthew Sprange 2002-06-01 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.

High Society Reiner Knizia 2018-05-22 Players: 3-5 Ages: 10+ Playing Time: 20 minutes Components: 55 Credit cards, 16 Oversized Status cards Reiner Knizia's classic auction game returns in a new edition from Osprey Games! Players must out-bid one another in an effort to acquire the social status they deserve, whilst avoiding scandals which will ruin their reputation. The player who achieves the highest status without going broke will be crowned the winner!

The Skinnies Army Book Matthew Sprange 2006-01-15 Starship Troopers has, for generations, been the iconic book of science fiction warfare. Written by Robert A Heinlein, one of the greatest science fiction authors of all time, this has been a game in waiting for decades and it is now available from Mongoose Publishing.

TRAVELLER RPG 2008

Konflikt '47 Warlord Games 2016-08-25 1944 Atomic testing at Los Alamos opens a rift in the fabric of space, while the detonation of the Fat Boy atomic bomb over Dresden creates a second. German and American scientists determine that signals are being transmitted through the rifts, many indecipherable, but some containing revolutionary scientific and technological theorems. Desperate for

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any military advantage, Germany and the US swiftly apply these discoveries to their war efforts, and incredible new weapons begin to appear on the battlefield. Angered by America's refusal to share the secrets of Rift-tech, Stalin declares war on the US and Britain, and the Allies are fractured. 1947 World War II has entered a completely new phase. Power-armoured infantry armed with personal wonder-weapons follow super-heavy tanks and mechanised walkers into battle, smashing defences with colossal firepower, while genetic monstrosities are sent out to hunt and terrorise enemy forces. This is the new nature of war. This is Konflikt '47. *** With rules inspired by the award-winning Bolt Action system, this standalone game takes World War II to a completely new level, and offers everything required to harness the incredible weapons and technologies made possible by the rift signals, and to engage in tabletop battles for supremacy and survival.

Judge Dredd: Year Two Michael Carroll 2017-10-05

Judge Dredd: The Day the Law Died: (Judge Dredd & The Worlds of 2000 AD Roleplaying Game)

Richard August 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.

Bolt Action: Armies of the Soviet Union Warlord Games 2013-05-20 This book provides Bolt Action players with all of the information they need to field the military forces of the Soviet Union. From the bitter urban warfare of Stalingrad, through the Winter War against Finland and the final drive to Berlin, the detailed army lists provided in this supplement allow players to construct Soviet armies for any theatre and any year of the war.

Firefly: Blue Sun Rising Vol. 1 Greg Pak 2021-04-14 The first-ever Firefly comic book event begins here, as Sheriff Mal Reynolds must stop the Blue Sun Corporation from unleashing their ruthless law enforcement robots across the 'Verse. But can Mal reunite the crew of Serenity for one last job...or is it already too late? Collects Firefly Blue Sun Rising #0 and Firefly #21-22.

Judge Dredd: Year One Michael Carroll 2014-10-28 Mega-City One, 2080. Judge Joe Dredd's first year on the streets as a full-eagle Judge. Bred for justice, trained in law, Dredd's no helpless rookie, but he's not the seasoned veteran we know either. Three tales follow the first adventures of the future city's greatest lawman. With an introduction by the Mighty Tharg! CITY FATHERS The brutal murder of a Justice Department-sanctioned spy uncovers something new and dangerous in the sector's murky black market. Unless Dredd can stop it, chaos will be unleashed. COLD LIGHT OF DAY A savage killing spree results in the deaths of two highly-regarded Judges, and many consider Dredd to be responsible: a decision he made five years earlier ? while he was still a cadet ? has come back to haunt him. WEAR IRON ?Wear iron, that's the rule.? Paul Strader is a stick-up man, and a stone cold professional. But

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when he gets in over his head, he has to risk everything on the word of a corrupt lawman and break every rule he has. Every rule but one...

Fallout Wasteland Warfare Roleplaying Game Licensed, Full Color, Hardback Modiphius

2019-08-27 The Fallout: Wasteland Warfare roleplaying game builds on the narrative wargame experience of the tabletop miniatures game and will include new rules for character creation and creating adventures in the wasteland. Delve into abandoned Vaults, ruined cities, strange facilities, and antiquated military bases. Encounter Super Mutants, Raiders, Survivors, Vault Dwellers, the Brotherhood of Steel, the Institute and the Enclave, and many more! Will you roam wide and far, or build up and protect your settlement? For those who want to create your own unique characters or use the faction based Archetype cards to start your own hero and see them grow from adventure to adventure. Includes: Complete rules for tabletop roleplaying in the wasteland, based on the popular Fallout: Wasteland Warfare miniatures game. Full rules for character creation, archetypes and original player ideas alongside existing characters from the Fallout universe. Packed with lots of full colour photographic scenes of the Fallout: Wasteland Warfare range to inspire your adventures! Interact with familiar characters and creatures drawn from the world of Fallout. Background on the locations and factions that players can encounter. 3 free adventures in a linked campaign or for use as one-shot missions to support GM's. Guidance for players to build their settlement as a base of operations. Advice and tools to help GM's create and run exciting new adventures in the Fallout universe. Every copy of the Fallout: Wasteland Warfare Roleplaying Game Expansion will come with a printed code to get you a set of free downloadable files: PDF copy of the rulebook, Character cards from Fallout: Wasteland Warfare, Weapon cards from Fallout: Wasteland Warfare, Character Archetype cards, Character Playmat. Can be played as a standalone product using free downloadable cards and a set of the Fallout: Wasteland Warfare Dice (MUH051279) sold separately. Made in the UK.

Stargrave Joseph A. McCullough 2021-04-29 In a galaxy torn apart by the Last War, vast pirate fleets roam from system to system, robbing, extorting, and enslaving. Amidst this chaos, thousands of independent operators - smugglers, relic hunters, freedom fighters, and mercenaries - roam the dead stars in small ships, scratching out a living any way they can. In Stargrave, players take on the role of one of these independent operators, choosing from a range of backgrounds each with their own strengths, weaknesses, and associated powers. Next, players must hire a crew for their ship, recruiting a lieutenant with a unique skill-set and a handful of soldiers, mechanics, hackers, and other specialists. Some captains may even recruit strange alien lifeforms with abilities no humanoid could ever possess. Once the players' crews are assembled, they are ready to dive into a campaign. Over a series of games, their crews will have the chance to carry out a variety of missions - recovering lost technology, stealing data, freeing slaves, and fighting back against the pirate fleets. In time, as the crews gain experience, they will become more powerful and hire more talented specialists. The more they grow, however, the more likely it is that a pirate fleet will take note of their activities and come after them!

New Tales of the Miskatonic Valley Tom Lynch 2020

Judge Dredd: Judgment Day Garth Ennis 2005-02 He is a nightmare that the Psi-Judges didn't predict, and that even Judge Dredd cannot prevent. If his vile plan succeeds, the world will never be the same again. His name is Sabbat, he has the power to raise the dead - and he's already here. While Mega-City One fights for survival, Dredd must find and terminate Sabbat. But help is coming from an unexpected source - the future mutant bounty hunter and "Strontium Dog" Johnny Alpha, hot on the necromancer's trail!

Coriolis Modiphuis 2016 Im getting a signal. Dalils voice crackled over the com. Were close. The navigator gazed into the darkness ahead, his face ghostly pale in the cold glow from the tabula in his hands.

The complete PJ Maybe John Wagner 2006 Every so often in Mega City One, a child prodigy comes to light. But Philip Janet Maybe's talent ain't for nothing healthy, like the synth-violin, or skysurfing, or ingesting inanimate objects. PJ's talent is murder...

Judge Dredd: Every Empire Falls Michael Carroll 2017-02-14 R.I.P. JUDGE DREDD? Following the decimation of Mega-City One during Chaos Day, Judges from other 'friendly' Justice Departments have been brought in to strengthen the ranks and help maintain law and order on the streets. Amongst the newcomers is Fintan Joyce - son of a former Emerald Isle Judge, who teamed up with Judge Dredd in one of the most fondly remembered Dredd stories. Exploiting the Big Meg's weakened state, several groups have risen up against the Judges, including the Goblin King's Undercity army and a mutant group lead by the monstrous Thorn, who have been attacking Cursed Earth outposts. If things couldn't get any worse, Dredd has fallen foul of Brit-Cit and they want him in prison or on a slab... Have the odds finally stacked up enough to spell the end of Mega-City One's greatest lawman?

Rule book Andy Chambers 1997

Judge Dredd John Wagner 2010 This volume collects together forgotten and rare gems from the thriller-power archives. Readers can experience Dredd strips that haven't been reprinted in over 30 years.

Lone Wolf Multiplayer Game Book Matthew Sprange 2010-03-01 Launched in the 80's, the Lone Wolf series of gamebooks quickly became firm favourites among a growing fan base. Alone among the gamebooks of their day, Lone Wolf was the only one to feature a cohesive and exciting world, and an extended campaign in which your character could grow and expand as he travelled through all 28 books of the original series. This was the first true mega-campaign! Prepare to return to the world of Magnamund, this time with your friends. The Lone Wolf Multiplayer Gamebook is a full roleplaying game, based on the simple rules system of the solo books - it is so easy, anyone can play! The first book in this range brings you the core rules, introduces the Kai Lord character class and presents three introductory scenarios to get you started.

Necropolis John Wagner 2003 When the newly promoted Judge Kraken, under the influence of the mysterious and evil Sisters of Death (from the 'Deadworld' dimension which was the original home of Judge Death and the other Dark Judges), kidnaps Psi-Judge Agee, all hell breaks loose in Mega-City One. The sisters use Agee's powerful psi abilities to free the Dark Judges from dimensional limbo (where they were exiled by Judge Anderson). Now its up to Dredd, Anderson, and all the other Judges in Mega-City One to stop these extraordinarily powerful beings - before they can completely lay waste to the city, and go on to kill all the inhabitants of Dredd's future Earth

Pike and Shotte Steve Morgan 2012-03 Pike & Shotte is Warlord Games' third rulebook publication. It is a beautiful book in its own right with hundreds of colour photo of the most exquisitely painted model soldiers taken from the world's foremost collections. The rule book's intention is to inspire a collector to play gentlemanly games with their collections of soldiers with friends where the emphasis is on the spirit of the period, not the letter of the rule. It is a hearty publication and not for nitpickers or miseries. There are some good gags in it, but it also plays well and enables players to conduct a very big battle in a reasonable period of time, leaving them more time to chat about the highs and lows and what ifs...

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Victory at Sea Matthew Sprange 2007-04-01 Victory at Sea is a completely new tabletop war game based on naval warfare in World War II. Featuring very simple rules that take 10 minutes to learn while at the same time offering a depth that will make each game tactically enjoyable, this game follows in the same mould as the incredibly popular Babylon 5: A Call to Arms. In addition to including both basic and advanced rules, complete fleet lists are also detailed as is a comprehensive campaign system with the ability to re-create historical engagements. While a range of high quality metal ships will be made available in squadron box form, this main game provides a player with everything they need to get playing immediately with card ships available at the rear of the book.

Lone Wolf August Hahn 2003-10-01 Readers of the Lone Wolf series were launched into an odyssey spanning 28 game books, 12 novels, and countless related works. The hero for most of that work was Lone Wolf, a Kai Lord and the readers' alternate identity when traveling through the complex and often lethal world of Magnamund. The last survivor of the Kai, it was his self-appointed duty to seek vengeance for the deaths of his brothers and sisters. Through it all, readers of the Lone Wolf game books followed along with every step, every sword blow, and every use of his incredible powers. This book is the definitive guide to the world of Magnamund and the many roleplaying possibilities it provides.. If you can imagine an adventure, it awaits you somewhere on the face (or in the dark caverns) of Magnamund. There is a gazetteer section with maps, images, and detailed descriptions of the many realms that make up Magnamund. Notes on cultures, monsters, and the inevitable dangers of the land will be at your fingertips. The gazetteer will also provide Games Masters with statistics for dozens of terrible beasts and vile henchmen to throw at those foolish enough to oppose the rise of the Darklords. What you will not find in these pages are overly complicated or burdensome rules. The combat of Lone Wolf is quick and simple, with greater emphasis placed on the descriptions and action of titanic conflict rather than the dice rolls involved. The real battle should be against the Darklords, not the rules involved to doing so. The basic rules of Lone Wolf are just that- basic. They provide the foundation for all action in Magnamund without getting in the way of the saga that is your campaign.

Magestorm Jonathan Green 2004-03-01 Torben Badenov and his ill-fated band of mercenaries have adventures against the backdrop of the siege of Middenheim

Judge Dredd John Wagner 2009 A new kind of justice is coming to the mean streets of Mega-City One. The judge forces have been savaged by the bloody zombie war during Judgement Day. When there is a major cubebreak, it's time to call in Mechanismo. Wired for law and built to judge, the robo-enforcer soon becomes an unstoppable force!

Bolt Action: Korea Warlord Games 2019-08-22 Beginning in 1950, the Korean War was a defining moment for the UN and the entirety of the early Cold War, widening the already monumental gulf between the east and west, capitalist and communist. This supplement for Bolt Action expands the rules-set from its World War II roots to this new, and truly modern, conflict. Bolt Action: Korea contains all the rules, Theatre Lists, scenarios, and new and exciting units, never seen in Bolt Action before, to wargame this turbulent period of world history.

Judge Dredd John Wagner 2009-01-08 When Judge Dredd is sent to take over as chief of Sector House 301 in the isolated North-West Hab Zone, it is an unwelcome posting for him and his new charges.

Judge Dredd Andrew Peregrine 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.

Judge Dredd: The Cursed Earth Uncensored John Wagner 2017-01-17 The complete story collected in paperback for the very first time, with a brand new cover from comics legend Mick McMahon. Mega-City One, 2100. This post-apocalyptic city of the future is blighted by overcrowding, poverty and misery. With each of the 400 million citizens a potential criminal, order is maintained by future lawmen known as the Judges who have the power to act as judge, jury and executioner. Toughest of them all is Judge Dredd - he is the law! A deadly plague developed during the brutal 'Great Germ War' has reached the futuristic metropolis of Mega-City Two, located on the West Coast of the USA. Charged with delivering a life-saving vaccine to the citizens of the disease-ridden city, Judge Dredd and a small crew of Judges, war droids and the lawbreaking biker, Spikes Harvey Rotten, must travel a thousand miles across the radioactive wasteland known as 'the Cursed Earth.' Experience the complete Cursed Earth saga, collected in an oversize paperback after the instant sell-out hardcover - a sparkling action-packed parody from Pat Mills and John Wagner, complete with sumptuous colour spreads from Brian Bolland and Mick McMahon.

Tour of Duty John Wagner 2011-06-01 Having sidelined Dredd into managing the Cursed Earth mutant camps, the manipulative Judge Sinfield's plan to take over Mega-City One starts to unfold. With the newly appointed Chief Judge Dan Francisco being too ill to carry out his duties, Sinfield's rise to power seems to go without a hitch.

Crazes Matthew Sprange 2003-05-20 Weighing in at 64 pages, this is an indispensable guide for any citizen (whether player or Games Master crated) who aims to cause the Justice Department as much trouble as possible. Sporting a front cover that shows Chopper giving Judge Dredd himself the run-around, it puts you right into the spirit for which this supplement is intended! The first chapter covers that most glamorous of crazes, Skysurfing. Here you will find a complete history of the sport, along with full details of each of the world , along with the rules for running your very own race as part of a scenario. The chapter winds up with the Brit-Cit craze of Zipp Boarding, about to become very popular in Mega-City One. Next up is the Pro-Eating chapter. Full rules are given for surgical procedures (detachable jaws and the like) and appetite enhancers/inducers to allow citizens to 'pork up'. Full rules for the game Shuggy are provided, both for 'real life' and the RPG, and citizens will find the Shuggy Hall Owner prestige class will fit in very well with the Rookie's Guide to Criminal Organisations. . .The Rookie's Guide to Crazes winds up with Getting Ugly, every citizen's guide to setting themselves apart from their neighbours. A full range of creams, perfumes and other products are all fully detailed, ready for players to get 'uglied-up.'

Strontium Dog Final Solution Alan Grant 2008-05-15 The government of Earth has come up with a chilling new plan to deal with the mutant race by teleporting them into another dimension. But Johnny Alpha and Feral will stand up against this injustice and, in the process, may face their deadliest challenge yet!

A Billion Suns Mike Hutchinson 2021-02-18 A Billion Suns is a wargame of interstellar combat that puts you in command of fleets of powerful starships, from squadrons of agile, but fragile, fighters, to hulking and powerful capital ships. When combined with some spaceship miniatures, a tape measure, a deck of playing cards and some dice, this rulebook provides everything you need to play exciting and tense tabletop games of interstellar exploration and combat. Using simple dice pool mechanics, you must carefully manage your resources and seize the opportunities that come your way in order to lead your fleet to victory and assert your dominance over the stars.

Judge Dredd Russ Morrissey 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.