

**JUDGE
DREDD**

**MINIATURES
GAME**

**07
JUDGES**

OZ JUDGES

'WHEN WE SHOOT, WE SMILE!'

Australia is the land where the sun never stops shining, the barbeques are kept blazing night and day, smiles are free and the Thunderchunder flows as freely as Murrumbidgee River. Oz leads the world in Tri-D exports (with classics like Rolf's Hairy Hospital, The Folks over the Fence, Killer Koala Killer and Ripper Face-Jobs).

Eighty percent of the total Oz population lives in and around the Sydney-Melbourne Conurb located on the south-east coast but Oz is a multicultural society home to Sino, Indian, Greek and African immigrants as well as the native Abbos who live on The Blue, the zone between Oz and the edges of the Radback. However, immigration laws were repealed in 2103 with the intention of stemming the rising problem of overcrowding.

Located: Sydney-Melbourne Conurb, Australia
Government: Justice Department
Leader: Chief Judge Bob
Population: 70 million
Currency: Dollar
Allies: Antarctic City, EEE, the Judicial Charter and the Sabbat Concord
Enemies: Aotearoa, New Pacific City (opposed to Oz's exploitation of the Antarctic)

OZ JUSTICE DEPARTMENT

Oz Judges are volunteers - male or female, any age over 16 – often dressed in short-sleeved uniforms. Compared to the Judges of Mega-City One, the OzCops seem unbelievably undisciplined, amoral (OzCops are permitted to consume alcohol and have sexual relations) and easy-going but remain a highly-efficient and popular section of the community. OzCops get about the Conurb on Lawmaster Trikes and report to the Grand Hall of Justice and Leisure Dome at Paul Hogan Plaza.

A force of Oz Judges is as well-equipped and capable as any other Justice Department in the world. They are just a bit more relaxed about their duties...

Justice Department: As Judges, the models in this force must follow the Arrest rules.

LAWMASTER TRIKE:

The Lawmaster Trike is an adaptation of the familiar bike used by the Judges of Mega-City One.

MOVE	16"
AGILITY	+1
RAMMING DICE	3D
ARMOUR	+5
HITS	6

TYPE:
MEDIUM BIKE
EQUIPMENT:
AUTOPILOT
CREW:
1 DRIVER

Off-Road: The Lawmaster Trike may move over Difficult terrain but its Move will be halved during any action in which it does so.

OPTIONS

- The Lawmaster Trike can be given Twin Bike Cannon (front arc) for +60 Credits.

USING OZ JUDGES

Any model here may be used in the same way as any Judge of the World, effectively a Mercenary for a Justice Department force. Alternatively, rules have been provided for you to play the Oz City Justice Department as a stand alone force in a campaign.

These rules replace those for Oz Judges found in the main rulebook.



OZ CITY JUDGE

110 CREDITS

CASE FILE

In the eyes of a Judge from Mega-City One, their counterparts in Oz are unusually lax, commonly letting minor crimes go unpunished while maintaining a very light attitude. However, Oz Judges are steely enough when real danger threatens, and it could be said their citizens enjoy a better quality of life.



TYPE:

INFANTRY HERO

EQUIPMENT:

**BOOT KNIFE, DAYSTICK,
LAWGIVER, LIGHTWEIGHT
ARMOUR**

MOVE	5"
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+4
HITS	2

OPTIONS

- Ride a Lawmaster Trike for +75 Credits.

RADBACK JUDGE

110 CREDITS

CASE FILE

Judges are needed to patrol the townships of the Radback, just as they are in the Cursed Earth, but the Oz Judges do things a little differently. Radback duty is done on a purely voluntary basis and not used as a type of retirement. Judges who have been in the Radback for many years are welcomed back into the city when they return, even if they are now a little... different.



TYPE:

INFANTRY HERO

EQUIPMENT:

**BOOT KNIFE, LAWGIVER,
LIGHTWEIGHT ARMOUR**

MOVE	5"
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+4
HITS	2

OPTIONS

- May be purchased up to 50 Credits of weapons and equipment.
- May be given a single +5 Credit mutation from page 64 of the main rulebook. This does not cost any Credits.
- Ride a Lawmaster Trike for +75 Credits.

Radback Life: The Radback Judge may use Talents from the Cursed Earth Survival tree in Blood on the Streets. However, he has also lost touch with the citizens of Oz and suffers a -2 penalty to all Arrest checks.

OZ JUSTICE DEPARTMENT MERCENARY LIST

The following may be used as Mercenaries (reinforcements) by an Oz Justice Department force.

- Agent (main rulebook, page 66)
- Combat Droid (main rulebook, page 94)
- Mini Bot (main rulebook, page 93)
- Oz City Judge
- Radback Judge

LIFE DOWN UNDER

Judges in Oz have a different way of doing things and life in their city can seem utterly bizarre (not to say lax) to visitors from across the world. Still, they are undeniably effective at keeping Law and order, and while petty crimes are far more common in Oz, murders occur with far less frequency.

Note: These Talents may only be used by Oz Judges and Radback Judges.

COME OFF IT, MATE

Type: Judge

Use: Passive

The judicial system in Oz is notoriously lenient, and time spent in the iso-cubes is not necessarily the end of a citizen's life. This Judge has learned how to stress that an arrest might not turn out as bad as a perp thinks, and encourages surrender. The Judge gains a +1 bonus to all Arrest checks.



CUNNING AS A DUNNY RAT

Type: Judge

Use: Action (Melee or Shoot)

This Judge knows every trick in the book and knows how to trick an opponent into doing something stupid. So long as his target has a lower Will score, the Judge may use his Will score instead of his Shoot or Melee scores when attacking.



FAIR DINKLUM

Type: Judge

Use: Passive

What goes around, comes around, that much is obvious to this Judge. When attacking an enemy in his first action of a Phase, the Judge may add +1, +2 or +3 to any one dice. However, if he attacks the same enemy in the second action of the same Phase, that enemy may add the same amount to any one of his dice.



CRACK A FAT

Type: Judge

Use: Passive

Play fair with the citizens but when they cross the line, come down hard and fast – that's this Judge's motto. When the Judge gains the benefit of charging, he doubles the damage of any close combat weapon for that action only.



LIKE A SHAG ON A ROCK

Type: Judge

Use: Passive

The Judge has become skilled at wheedling perps out of cover. With a good eye and a careful aim, he has learned how to expertly place a shot that makes a mockery of anything a perp has hidden behind. An enemy can never Hide from this Judge.



OZ JUSTICE DEPARTMENT SCENARIOS

The following scenarios may be rolled for by a player with an Oz Justice Department force instead of using one of the Standard Scenarios in Blood on the Streets.

OZ JUSTICE DEPARTMENT SCENARIOS

Die Roll	Scenario	Page Reference
1-3	Drinking with the Flies	30
4-6	Come a Gutser	31
7-9	To Protect and Serve (Oz Style)	32
10	Challenging player chooses a scenario from those listed above	-



DRINKING WITH THE FLIES

Not every perp respects the lenient approach of the Oz Judges – in fact, some downright take advantage of it. A lone Oz Judge has been cornered in a darker part of the city and now has to survive until reinforcements come.

FORCES

Both players have forces of equal Credits in this battle. The opposing player is the Attacker.

SET UP

The Oz Justice Department player picks one Oz Judge or Radback Judge in his force. This is the only model he starts with. All other models in his force are reinforcements who (may) appear later.

The Attacking player deploys all of his models. The Oz Judge player then deploys his single mode.

The Attacking player has the first Phase of the game.

SPECIAL RULES

The lone Oz Judge is desperately calling for reinforcements, but they may be some time in coming! At the start of every turn, the Oz Judge player rolls one dice for every model in his force that has not yet appeared on the table. On the roll of a 10 or more, that model appears.

These rolls are modified as follows.

+1 for every Turn in which at least one ranged weapon was used.

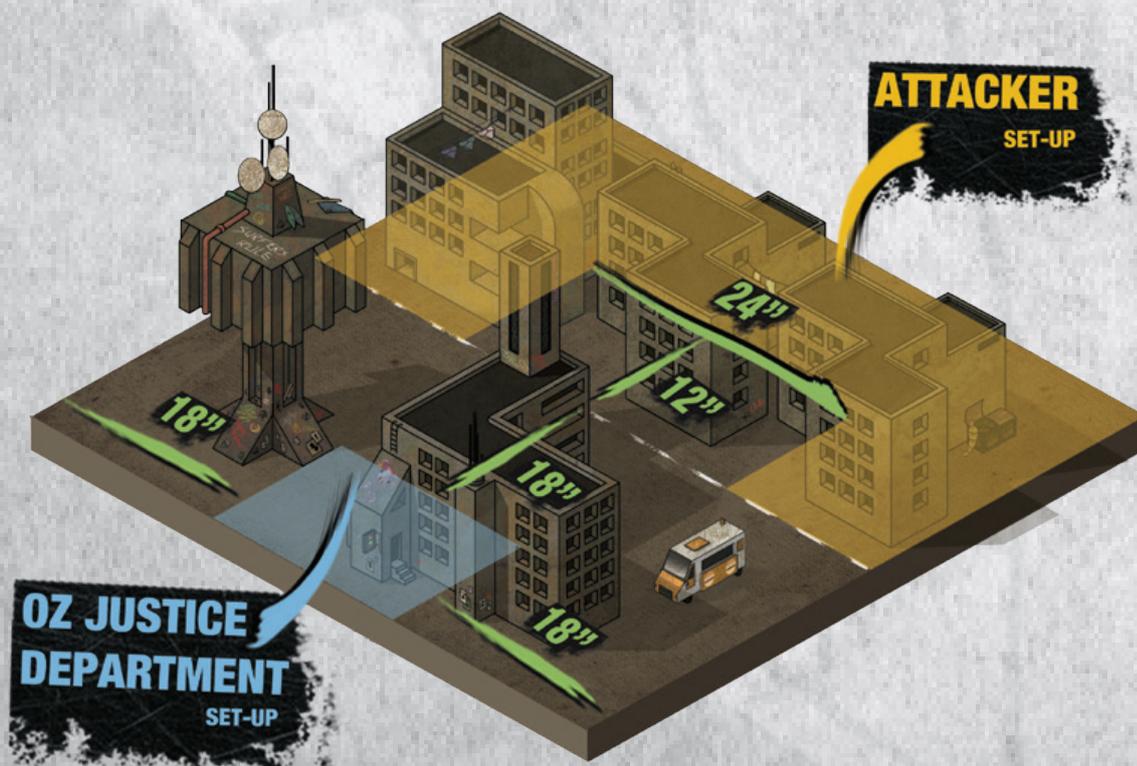
+1 for every Turn in which at least one Psi Talent was used.

-1 for every Turn in which no ranged weapon was used (and no, the Oz Judge is not allowed to fire into the air!)

When a model appears, it may perform a Move action to be moved onto the table from any table edge.

VICTORY CONDITIONS

If the Oz Justice Department player can move his lone model off the Attacker's table edge, he will claim victory.



COME A GUTSER

The Radback is not a pleasant place, but the Oz Judges know that, left untouched, some truly nasty things can emerge from the wasteland to trouble the city. On a routine patrol, the Judges receive a call for help – perhaps another Judge has run into trouble, perhaps a Strat Bat has gone down and the citizens on board are hiding somewhere in the wilderness. The Judges must find those in need of aid before the nastier elements of the Radback do.

FORCES

Both players have forces of equal Credits in this battle. The opposing player is the Attacker.

SET UP

The Oz Justice Department player places six numbered tokens anywhere on or in terrain within the Attacker's side of the table. Each token must be at least 6" away from any other. These are all possible hiding places for the survivors who need rescuing.

The Oz Justice Department player then secretly writes down which of the tokens actually represents the survivors.

The Oz Justice Department player deploys all of his models first, followed by the Attacking player.

The Oz Justice Department player takes the first Phase of the game.

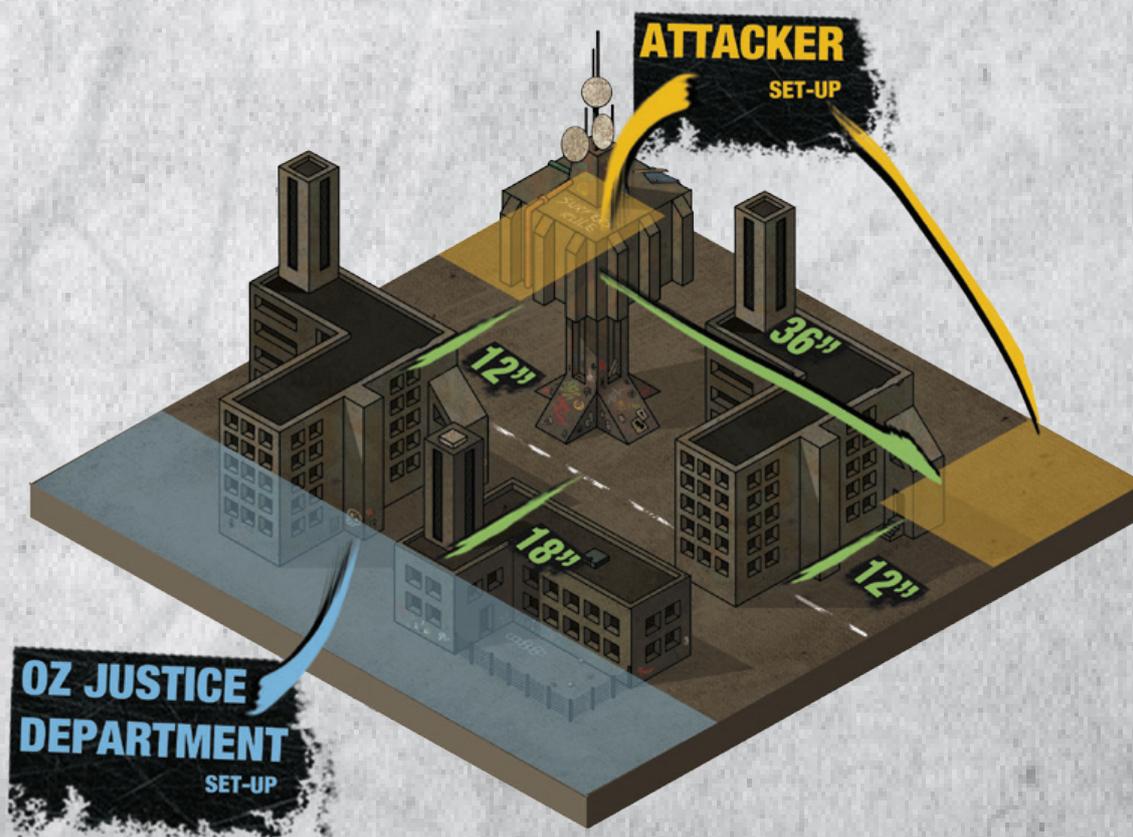
SPECIAL RULES

Any model in base contact with a token may search for the survivors by performing a Special action. Once a token has been searched in this way, the Oz Judge player must reveal whether the survivors have been found or not.

If the survivors are found, the token is moved to the model that found them. However, the model may only perform one Move action every Phase – the survivors either need a careful armed guard or are in need of medical assistance. Either way, their passage will not be quick.

VICTORY CONDITIONS

A force will gain victory if it can move the survivors off any table edge that is not its enemy's.



TO PROTECT AND SERVE (OZ STYLE)

Riots and demonstrations happen in OZ, just as they do Mega-City One. Policing styles tend to be a little different, though.. Unless someone does something really stupid, like blowing things up or shooting the civvies, Oz Judges often view these disturbances as the juves having a bit of fun or citizens just blowing off some steam. So long as the

FORCES

Both players have forces of equal Credits in this battle. The opposing player is the Attacker.

SET UP

Both players must select three different buildings that are not in their deployment zones. These are the targets of the Attacking player and should represent shops, stalls and dwellings worth robbing.

Both players roll a die, the lowest deploying all of their models first. The highest rolling player deploys all of his models second.

Both players roll a die. The player who rolls the highest takes the first Phase of the game.

SPECIAL RULES

The Attacking player may rob one of the buildings either player selected during Set Up by simply moving a model into contact with it and performing two consecutive Special actions in the same Phase. This will earn him one Swag Point.

The Oz Judges are present merely to make sure things do not get too out of hand. They may not make any shooting attack against any enemy model unless that model itself makes an attack or otherwise uses a weapon or Psi Talent. Instead, they must continue to make Arrest checks or go in with their Daysticks!

VICTORY CONDITIONS

The Attacking player will gain victory if he can accumulate at least 36 Swag Points.

