

TRUE NORTH

As with the previous Cursed Earth entries, the locations of Canada, Uranium City [Chapter 9] and Arctica [Chapter 10] are approached with the intent of quickly orientating a Mega-City One Judge to their local custom and politics, detailing the assistance, obstructions and enemies a Judge can expect to encounter during a mission to Canada.

BACKSTORY

During the Apocalypse War, the old nation of Canada remained allied with Mega-City One but refused to supply military support. Direct nuclear strikes and radioactive fallout badly afflicted the southern Canadian border. The southeastern portions of Canada were abandoned to pollution, becoming known as the 'Canadian Wastes'. The resulting Canadian Defence Treaty, signed in 2120, alleviated the political friction created between Canada and Mega-City One. Under the treaty's terms, Canada was to pay a substantial amount to the Mega-City One Justice Department in return for falling within the latter's Protectorate. The contract stands to the present day, with Canada reciprocating by offering temporary sanctuary to hundreds of thousands of refugees fleeing the attacks upon Mega-City One by Total War [DC4, p67-70] in 2127.

CANADIAN MOUNTED JUSTICE DEPARTMENT

The Canadian Mounted Justice Department [CMJD] is a career like any other in Canada, paying a salary with no minimum term of obligation to remain in service. The 'Mounties' have lives and families beyond their work, and are far more approachable and respected than their Mega-City One counterparts; in the dangerous Big Meg, a Judge-Mountie would probably shot dead by a futsie before he had time to unpack his carlot. In Canada, he is a living legend, a hero. The ideal Judge-Mountie is fair, compassionate, steadfast, brave under fire, a man you can rely upon to get the job done.

Judge-Mountie

Drv	5	Nim	6
Fig	5	Psi	0
Hed	6	Spd	5
		Str	5

Action Skills - Melee [6], Law Wolf [6].

Academic Skills - Basic Demolition, Basic Repair & Maintenance, Broad Combat, Broad Survival, Canada Law, Criminology, First Aid, Tracking.

Weapons - Model-T Grizzly [chunky handgun with accessory rails and racks along its length accepting function-enhancing accessories such as an extended barrel, larger hand grips, an electronic gnoscope

and shoulder stock, upgrading the Grizzly to semi-automatic capability [A 30, AP/5E; M s/b; R 50m].

Equipment - CMJD Body Armour, Utility Belt, Hardyhound [Fig 4, Hed 1, Nim 4, Psi 0, Spd 7, Str 5]; genetically-engineered dog; resistant to extremes of cold; can follow a trail months old].

Vehicles - Law Wolf heavily armoured, low-altitude [10m ceiling] hovertrike armed with twin, fire-linked bike cannon [Crew 1; Pass 1; Spd 10; visual reference p4]. The Law Wolf is basically an upgraded skipdip and stands no tactical comparison with a Lawmaster

Soundbite - 'Excuse me, Judge Dredd, but screaming and waving your Lawgiver about is not going to draw a friendly response from our citizens. I find congeniality and a firm shaking of hands in greeting is a good start. If that approach fails, don't worry - I will be the first to take the gloves off!'

The Canadian Mounted Justice Department is a public service organisation and not Canada's ruling element [Government sidebar, p5]. It is led by Chief Justice Mackenzie and his eight Deputy Chief Justices, all regarded as upstanding members of the community. The CMJD is a far smaller entity than the Justice Department of Mega-City One, with fewer than 5,000 Mounties at its disposal and a mindboggling expanse of untamed wilderness beyond. To divide up the Mounties' workload,

local sheriff are appointed, one to each settlement, commanding a number of deputy sheriffs. They do not share a common uniform, their station identified only by their badge. Sheriffs receive formal training in law enforcement and firearms, but visiting Mega-City Judges have commented they are not much better at fighting crime than Citidef are at defending their block.

CANADIA CRIME

A large number of Canadian citizens possess firearms; the majority are legally held and carried outside the cities. Canadians view the ownership of firearms as their right - licences are significantly easier to obtain than in Mega-City One. Illegal firearms are one aspect of Canadian contrabagging, as are the drug gangs. Although sugar is a banned substance in Canada, maple syrup is not. 'Sweetliners' process the maple syrup to produce sugar ['Canada

Brown'] and, using overland and sea routes, smuggle their produce into Mega-City One and Texas City. The CMJD are kept busy keeping track of new drug labs coming into being, their task not helped by sheriffs who consider this type of crime a very low priority in their everyday workload, their stance: as long as the drug gangs do not bother everyday folk with their affairs, then why should they be forced to bother them? One attitude sure to boil a Mega-City One Judge's blood!

Canadian Sheriff

Drv	4	Nim	5
Fig	5	Psi	0
Hed	5	Spd	4
		Str	4

Academic Skills - Basic Canada Law, Basic Repair & Maintenance, Broad Combat, Broad Survival, First Aid, Tracking.

Weapons - Las-Knife, Scatter Gun [use Lawrod statistics, DC3 p14].

Equipment - Handcuffs, Survival Gear.

Vehicles - Skipdip [unarmed civilian version of the Law Wolf].

Soundbite - 'Hey there, Kiddos; drinking too much and laughing so loudly will wake up the rest of the community ad ruin everybody's night - including yours. How about we pack up those dropped bottles and take a trip to the resyk bin before having an early night, eh?' [the offenders typically comply, suitably chastened].

The poaching of native wildlife has become a national plagues, with animal pelts and meat valuable commodities among customers who crave the feel and taste of real natural materials in preference to of traditional synthetics. The CMJD takes a very dim view of such activity - the penalty for poaching in Canada is twenty years hard labour in the government-owned mines.

Here follows a guide to the crimes common to Mega-City One, and how they are practised in Canada. Each entry is capped by a reference to send the reader to the appropriate section of earlier *Drokk City* progs for further information. Only crimes that are notably different from Mega-City One standard are present; assume any not mentioned are practised to a similar degree in Canada.

↳ **Assault** - Crimes of interpersonal violence are a factor in Canadian society, but nearly 60% less frequent than in Mega-City One [DC4, p23].

↳ **Burglary** - 70% lower than in Mega-City One; burglary is typically driven by a drugs habit, which itself is far less of a problem in Canada DC4, p24]. When it happens, Canadian burglary is far smaller in scale too, and a 'major' crime might only mean the loss of a case of Doomlager from the fridge, leaving all the other valuables in the apartment intact.

↳ **Contraband** - Canada and New France have a relaxed attitude to their citizens' leisure habits: as long as they do not interfere with their working or social



commitments, several items of contraband illegal in Mega-City One are acceptable, although their public usage is sometimes frowned upon by the more conservative eaterie and drinking establishment proprietors. Caffeine, Jargoan and tobacco are popular leisure time 'accessories', as long as they are imbibed responsibly. This is another instance of a schism in Canadian/Mega-City One criminal policy sure to drive a visiting Mega-City Judge to distraction [DC4, p30-31].

↳ **Criminal Damage** - Canadians are generally more respectful of their environment, especially those living in the frozen north whose lives depend on the warmth of their homesteads [DC4, p24-25].

↳ **Homicide** - Murders are 80% less common in Canada than Mega-City One; a Mega-City One Judge would not believe he could spend a week's tour of duty in Canada and not hear of a single killing [DC4, p23].

↳ **Illegal Imprisonment & Abduction** - About the same degree of these crimes occur in Canada as in Mega-City One; the culprits are less likely to resort to killing their captives than their Big Meg counterperps [DC4, p23-24].

↳ **Public/Civic Order** - Canadians pride themselves on their restraint and their resilience and know the best time to protest against matters they disagree with. When Canadians protest, they do so in style and with commendable manners, but their intent is very clear and pointed: politicians beware! [DC4, p25]

↳ **Robbery** - 40% less frequent than in Mega-City One; Canadians tend to be happier with their lot, and not as obsessed with outglamourising their neighbours with trinkets [DC4, p24].

↳ **Security of the Land** - The Reformists, composed of Canadians and New French politicians, are strongly opposed to Mega-City One's domination over Canada's national defence policy. Of all the Canadians, they would be the most likely to enter into secret talks with enemies of Mega-City One to see its power base in Canada reduced - or eliminated [DC4, p22-23].

↳ **Theft** - Petty theft is a human trait, and not much lower in Canada, but it is the scale of Canadian theft that differentiates it from Mega-City One [DC4, 24]. A Canadian considers

Government

A democratically elected parliament led by Prime Minister Albert St. Lawrence governs Canada from the capital Shield City. There are four major political parties: the New Democratic Party [NDP], the Canada Liberal Party [CLP], the Reformists, and the National Preservation Party [NPP]. The present government is made up of a NDP/NPP coalition. The NDP and the CLP are both pro-democracy, the NDP suspicious of any perceived attempts to subvert the rights of the citizens. The Reformists are a more conservative party who have traditionally given strong support to the CMJD and despise Canada's dependence on Mega-City One for its protection. The NPP is a relatively small party, but often a power broker in the frequent coalition governments. It argues for the preservation of the Canada wilderness and the decontamination of the Canadian Wastes. The Strong and Free Charter established a liberal constitution granting full democratic rights and freedoms to all natives of Canada, including the local mutant population.

it a trivial matter to have a chrono stolen, or a vid-phone snatched, putting it down to bad luck and not even reporting the incident to the local sheriff or CMJD. In Mega-City One, anything is up for grabs when a thief is in the area, but the most dramatic case of thievery most Canadians can ever expect to witness in their lifetimes is a couple of roadsters missing from the outtown vehicle park.

↳ **Traffic** - With a far smaller population than Mega-City One, Canada has a relatively minor road network to match. Superslabs do not exist in Canada and meg-ways are regarded as Marvels of the New Industrial Age, confined to the larger cities [speed limits are half those of Mega-City One]. Highly reliable zoom trains connect the most modern conurbations, many terminating at Shield City's Union Station. Canadians relish outdoors adventures and while on vacation will embark on epic voyages in the family hovercar, visiting friends and relatives on the other side of the continent.

live and work among them. A Mega-City Judge working a case in Canada will be offered food and drink and an attentive, friendly, helpful audience just about everywhere he travels, even if the locals do not particularly like his aggressive dress or brusque demeanour. It is joked that the Canadians are so polite that - after being mugged - one will thank his attacker for taking the time to work him over; after spending time in Canada, a Mega-City Judge might well begin to believe this. Many of these traits stem from Canada's British ancestry, but Canadians are more hardy and favourable of hard work than their contemporary Brit-Cit cousins. Canada is a true multicultural society, welcoming immigrants from all corners of the world - and beyond - as long as they are willing to work to earn their keep and respect the laws of Canada and the wishes of their neighbours. The only exception to this rule are the people of New France [p7] who have created a state apart from the rest of Canada, protesting against the integration of mutants into mainstream society.

THE CANADIANS

Citizens

As far as a Mega-City Judge be concerned, there's not much to separate the average Canadian citizen from Joe Meg; he is in for a big surprise. Whereas Meggers are typically rude, squabbling, materialistic, ignorant and borderline psychotic, Canadians are outgoing, sociable, philosophical, hardworking and tolerant - they even let mutants

Typical Canadian Citizen

Drv	3	Nim	3
Fig	3	Psi	0
Hed	3	Spd	3
		Str	3

Equipment - Comm; Street or Work Clothes.

Vehicles - Groundcar, Hovercar [DC2, p37], or Off-Megger [DC2, p41].

Soundbite - *'It got so cold yesterday*



my arm had to come off, but you grin and bear it, eh?’

LOCATIONS

The following locations tie directly into the map entries on p6. They do not represent the entirety of Canadia society, but do reflect the diversity of its culture and architecture.

Canadian Wastes

The Wastes are ‘hot zones’, blasted by Sov-Block nuclear weaponry during the Apocalypse War and so to remain unfit for human habitation for many years. Rad-pills are ineffective in the Wastes, and any citizen idiotic enough to venture past the warning beacons will suffer mass and irreversible cell trauma, spontaneously igniting flesh and exploding eyeballs - that’s just for starters.

Fire Island

A spectacular victim of the fallout from the Apocalypse War is this lone-some little island in the Gulf of Saint Lawrence, its very foundation shaken and broken until the entire island erupted, a raging volcano. Mega-City One and New France wrangle endlessly over who owns Fire Island, and whose workforce is to benefit from a commission to build a new Power Tower on the site.

Fort Welcome

The official entry point to Canadia’s New Territories [p7] for helltrekkers and law-abiding mutants in search of work. Fort Welcome is a large town populated by Canadian bureaucrats and customs personnel, protected by permanent Sheriffs Plummer and Powers, and is also a CMJD waystation, averaging a dozen Judge-Mounties in occupation at any one time. Anybody seeking to start a new life in the New Territories must pass Fort Welcome’s rather lax suitability tests - there’s so much unclaimed, unworked estate in the New Territories there aren’t enough immigrants to fill it. Elsewhere along the border, greeting beacons inform would-be trespassers to divert to Fort Welcome to be officially recognised and granted visas for short-term stays.

Frobisher-Reindeer

A ‘supertown’, a cluster of townships linked politically, and literally by skedways and zooms covering an area 300km in length, ultimately connected to Grand Hydro by the mighty Canadia-Pacific Zoomway. Frobisher-Reindeer is a mosaic of cultures from all over the world, notably Euro-Citizens, Sov-Blockers and Icelanders; a mutant population is developing along the southwestern edge, building new towns to

support their needs. The Depression of 2102-2117 caused by inflexible trade barriers and an archaic industrial infrastructure nearly destroyed the supertown, but the locals hung on and came out the other side battered but ready to rebuild their economic community, recognising finally they had no choice but to embrace modern business practices. Due to its sheer size and distance between townships, Frobisher-Reindeer has been prey to roving gangs of bandits who strike to steal provisions a valuable before melting back into the dense surrounding forests, or disappear into the vast alkaline plains. The Trapper Thief, Rooney ‘Rat’ River and Edson Four-Legs [a mutant criminal] are local scourges and arch-enemies of the famous Sheriff quartet of MacLennan, Chenko, Monmorency and Crozier.

Grand Hydro

Grand Hydro is a city powered purely by hydroelectricity, generated by some of the world’s largest environmentally friendly power stations spanning Lakes Cedar and Winnipeg, both drastically remoulded by terrameks during the years 2075-2077 to provide a constant, self-cycling source of running water with which to feed the hundreds of turbines. While the hydroelectric stations are an

unavoidable blot on the landscape, the rest of Grand Hydro city [built along the lakes' coasts] is markedly homely and friendly, utilizing real wood and local stone to fashion most of the buildings. The native 'Hydrocits' maintain the power stations, farm to the south, or cut down the poplog forests [designed to 'pop' up again with genetically-modified speed after their trunks have been severed]. A tour of duty in Grand Hydro would bore a Mega-City Judge right out of his helmet - exactly how the Hydrocits like it.

Hudson Bay Mega-Docks

A third the size of Mega-City One's own docklands [DC1, p22-23], the Hudson Bay Mega-Docks are where Canada's main ocean shipping routes begin and end. Ever since the destruction of the Saint Lawrence Seaway in 2073, the Hudson Bay Corporation has dominated Canada's water-based trade industries, charging over the odds for the privilege of conveying cargo across the world, and for a premium accompanied by a protective escort. The Capital Tankers [Crew 230; Pass 15,000 [potential]; Spd 8], flagships of the Hudson Bay fleet, are so large they could be used to house entire town populations with room to spare, and are excellent containers for contraband, perp-running and illegal immigrant smuggling operations both into and out of Canada. Most of the dock workers are human, the reluctance to use labour robots reflected across the country and the reason why Canada's employment levels are much higher than Mega-City One, even though its gross output is less.

New France

Canada has always had a substantial French population and has in the past been troubled by French Nationalism, going so far as to be nicknamed 'Euro-City Two'. As part of the Strong and Free Charter of 2095, a French Free Zone was established hundreds of miles to the west of Shield City. Administrated by the capital city of Liberté, New France remains officially a part of Canada and is under the rule of the Canadian

government. Liberté has its own militia [no Justice Department], sharing cross border investigations with the CMJD. The New French citizens are proud of their heritage and have made it illegal to speak or write in any language other than French. Most Canadian citizens consider the New French unhygienic, impolite, stubborn and arrogant. The New French reciprocate the sentiment, regarding Canadians as one small step up from Mega-City One's *Les Barbares*.

Newradland

Swamped by Apocalypse War radiation, most of Newfoundland's inhabitants had either fled just in time, or died horribly - the remainder typically adapted in lightning fashion, mutating to meet their new environment. Newradland is a no-go zone for Canadian, New French and Mega-City One citizens alike, short of filling their stomachs with rad-pills and suiting up in the best rad-suits credits can buy [DC2, p75]. The Newradlanders live in outports, rockcrete settlements scattered along the stormy, Grey Atlantic coast [so named because - ironically - although radiation levels are sky high, pollution stemming from the southern Black Atlantic is locally beginning to dissipate]. The Newradlanders live off the seas, fishing for Neon Cod and 'Shockies' [electrically-charged lobsters] and avoiding the savage Sharkseal [Fig 5; Nim 1*/5**; Psi 0; Spd 2/6; Str 7] population who wait just beneath the water's surface to tear overbalanced fishermen to red ribbons.

On land/underwater.*

The New Territories

In recent years the number of 'helltrekkers' [Chapter 3] leaving Mega-City One for the New Territories of Southern Canada has increased, despite the formidable dangers awaiting them along their long exodus, claiming many lives old and young. Although the CMJD has jurisdiction over the New Territories, the helltrekkers who arrive and establish communities are largely left to their own devices. Most communities establish their own forms of government and law enforcement based around a local sheriff. The CMJD is happy to liaise

with the sheriffs and rare Mega-City One Outland Circuit patrols.

Much of the Canadian Wastes are unspoilt countryside, with terrain divided between glacial tundra, mountains, and the predominant pine forests. A species of metallic, mutated radwood thrives in the Wastes, harvested and refined to contribute to the manufacture of the larger buildings in the Canadian cities. Radwood trunks are made of fibres tougher than conventional recon steel and can withstand nuclear strikes, ensuring their commercial value with Cursed Earth colonies under frequent outlaw attack, or destructive civil war. Canada is a country rich in natural resources: ranging from precious metals like gold and silver, and Uranium [Chapter 9]. Mining is a lucrative occupation in the New Territories. These mining towns may be corporation owned and driven by high technology extraction methods [running contrary to traditional 'no droid' Canadian work ethic], or are true frontier outposts where violent claim jumping is commonplace. Large convoys of armoured drilling vehicles tour the remote quarters of the New Territories, owned and crewed by groups of tramp miners who search for the 'Big Strike' that will enable them to retire early.

Shield City

The capital of Canada and the central hub of the country's major meg-ways and overland trade corridors is Shield City, located between Grand Hydro and Lake Superior and connected to distant neighbour Mega-City One by the Great Northern Highway. Shield City is home to a mere 25 million citizens and the home of the Prime Minister, his government and its rival political parties. It is one of the world's smallest city-states. It is an incredibly neat, orderly collection of cityblocks and restored pre-atomic architecture, almost akin to a theme park of Canadian history, gaudy as glimpsed from the air but rather grand and beautiful at ground level. Shield City is at once respectful of its heritage and a foremost advocate of state-of-the-art technologies, featuring many environmentally sound, non-polluting concepts and even city parks the size of small countries. Indeed, the weather [Canada despises the

very notion of a 'Weather Control' system] has directly inspired Shield City's taller architecture, with many of the structures articulated to turn with the freezing northern winds.

Wild Yukon

This area of largely unspoilt wilderness given over to the native Inuit a hundred years ago once stretched from the western Hudson Bay to the Arctic Circle, but a shrinkage of estate enforced by the new governors of Arctica [Chapter 10] has left the Inuit with the relatively tiny Yukon Territory. The Yukonese Tribes are ruled by a council whose laws are enforced by a separate judicial force. An insular lot, the Yukonese spend their lives following age-old traditions and hunting animals for food, but are just as likely to hunt and kill any Canadian who dares cross into Yukonese lands, feeding on their flesh. The Yukonese have a savage outlook on the world, but are reasonably civilised on other areas, enjoying modern comforts and even owning the odd salvaged hovercar.

DROKK CITY IN CANADIA

Canada is the first entry in several 'outermeg' guides spread over as many future progs, designed to give Virtual Theatre groups a taste of the world beyond the high walls of Mega-City One without swamping them in useless 'travelogue' data. As stated in *Prog 0: The Book of Law*, Mega-City One should always be the axis by which the *Judge Dredd* mythology turns; all other locations are peripheral. The main body of DC6 rightly concerns the Cursed Earth in significant detail because it is a truly legendary component of the Dredd, stories with an importance that cannot be overstated.

Compared to the Cursed Earth, Canada is one heck of a dull place!

This is intentional. Firstly, if Mega-City One Judges have just crawled on bloody, broken knees across the Cursed Earth on some wild and dangerous mission, they will be damn glad of the haven that is Canada: even its mutant criminals are civilised, and might even go as

far as to offer the Judges some food and drink, as long as they don't pull Lawgivers on them in the night. Secondly, it is an uplifting experience for world weary Mega-City One Judges, tired of the incessant war against the deranged Big Meg underworld, to have some 'time-out' somewhere where they are not looking over their shoulders every five minutes for Judge Death, or blaster-toting futsie-skysurf-apegangers. Canada is a message of hope, that crime does not have to be the way of life for the majority.

Fire Island - A classic location for disaster-type drama. As Mega-City One and New France fight with words and finances over who gets to exploit the untapped geothermal energies of Fire Island, maybe others more used to violence have their own ideas on who should own it, or maybe want to destroy Fire Island to make a terrible point of protest against the Mega-Cities?

Fort Welcome - There would be no better sight for Judges riding north and out of the Cursed Earth than the rockcrete walls of Fort Welcome. Despite its predominant function as an immigration centre, Fort Welcome is very much a frontier watchtower, its guards on constant alert for attacks from refugee mutants [Chapter 7] and desperadoes wishing to steal the Fort's valuable provisions and technologies.

Frobisher-Reindeer - Another frontier setting, but scattered across many kilometres like the old Wild West townships, unified by sheriffs and lonely zoom tracks. The locals are hardy but very friendly, guarding their homes and supplies with their lives. The roving bandits striking at travellers between the townships are just as sturdy and rough, almost equal to the toughest the Cursed Earth has to offer.

Grand Hydro - A Mega-City Judge would view Grand Hydro as little more than a gigantic vacation resort, putting the Costa Del Meg to shame, but among the attractions, normal citizens go about quite normal lives. Of course, if terrorists wanted to blow up the hydropower stations, it would be another matter entirely...!

Hudson Bay Mega-Docks - Rivalling Mega-City One's own docklands in size, the Hudson Bay handles about two-thirds the same quantities of cargo despite Canada's smaller total population; Canada exports more raw materials than the Big Meg and imports less due to its proud reliance on renewable resources and self-sufficiency. The same crimes of smuggling and piracy afflict Hudson Bay as elsewhere in the North Americas, added to which are devastating attacks on cargo ships by the gigantic sea monsters spawned in the Grey Atlantic, migrating to the Arctic Sea World region [Chapter 10].

New France - The New French government does not want Mega-City One Judges operating within its borders, convinced Chief Judge Hershey wants to build defence silos there in the guise of 'mutual protection,' but really thereby installing a military presence to spy on the French. While the citizens will jeer, twist their moustaches in vexation and throw synthi-onions at visiting Judges, they will take no further action and accept the Judge as a fact of life; one they do not like. The local *Gendarme*, however, will shoot on sight if they get the chance, claiming they thought the Judge to be a *Terroriste* [use Sheriff statistics; p4].

New Territories - Many Mega-City One helltrekkers are drawn to Canada's New Territories in search of a new life, and so too are fugitives on the run from Mega-City Justice who somehow escaped detection on leaving the Big Meg, or stowed aboard a helltrek convoy along the way. Judges dispatched to the New Territories to hunt the criminals down will have to wade through hundreds of makeshift camps and the unwelcoming helltrekkers who thought they had managed to get away from their former governors.

Shield City - Consider Canada's capital to be 'Mega-City One Lite,' with much smaller buildings, less crowding, more parklands and a fraction of the crime; but crime still happens, and although it may not often prompt a Judge to engage in combat, Canada crime can be every bit as distressing as the worst of Mega-City One vice.