

Judge Dredd D20



The Law

- [The Book of the Law](#)
 - Recommended sentences for crimes - from the online PDF documents at the Mongoose website.
 - [PDF Booklet format](#). Print this out landscape double sided along the short edge. Cut the 2 pages into quarters, fold the quarters and you have a booklet of the law with a cover.

Links

- Timeline
 - <http://www.2000ad.org/?zone=dredd&page=timelines>
 - Alternatively there is the [excel spreadsheet](#) of the chronology
- The Chief Judges
 - <http://www.2000ad.org/?zone=dredd&page=chiefjudges>
- Map of the Americas
 - <http://www.fortunecity.com/tattooine/sputnik/53/wmap1.jpg>
- Adventures
 - Block War: http://www.jmichaelt.net/old_pages/rpg-adventures.html
- Other roleplaying systems
 - Drokk City: <http://www.johncaliber.com/judgedredd.html>
 - The Judge Dredd Street Sim: <http://homepage.ntlworld.com/john.caliber/index.htm> a PBeM RPG

Locations

- Mega City 1
 - [Mega City 1](#) - maps and descriptions
- Brit-Cit
 - [Rookie's unofficial guide to Brit-Cit PDF](#)
- Hondo City

- [Introduction](#) Text
- [Culture](#) Text
- [Organisation](#) Text
- [Equipment](#) Text
- [Special Abilities](#) Text
- [Vehicles](#) Text
- Canada
 - [Canada](#) PDF

Characters

- [DC Duty Roster](#) (non-D20) PDF
- Revs



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- Mont



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- Dane



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- Abbott



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Character Sheets

- [Character Creation Tutorial](#) PDF
- [Feats](#) Spreadsheet
- [Psi Division sheet](#) Doc

Adventures

- [Alice](#) Doc

- [Baptism of Fire](#) PDF
- [Big Game](#) Zip
- [Cereal](#) Zip
- [Sanity](#) Zip
- [T-Red](#) Text
- Adventures and Articles from White Dwarf magazine (not D20)
 - The trouble with time [PDF of scans](#) [Zip of texts](#)
 - The crazy file [PDF of scans](#) [Zip of texts](#)
 - Psi Judges [PDF of scans](#) [Zip of texts](#)
 - Something special [PDF of scans](#)
 - You're booked [PDF of scans](#) [Zip of texts](#)
 - You'll never take me alive, cop-aargh! [PDF of scans](#) [Zip of texts](#)
 - All the lonely people [PDF of scans](#) [Zip of texts](#)
 - A day in the life sector 255 [PDF of scans](#) [Zip of texts](#)
 - A night in the death sector 255 [PDF of scans](#)
 - Tales from mega city one [PDF of scans](#) [Zip of texts](#)
 - The spunng ones [PDF of scans](#) [Zip of texts](#)
 - Narks [PDF of scans](#)
 - To Live and Die in Megacity One [PDF of scans](#) [Zip of texts](#)

Art

- Illegal Stories
 - Burger Wars -



o Jolly Green Giant -



o Michellin Man -



o KFC -



- o Legal repercussions -

BURGER WARS

The Legal Version

THE MAIN DIFFERENCE between "The Cursed Earth" and the mega-epics Judge Dredd enjoys in the pages of the contemporary 2000 AD weekly comic is that "The Cursed Earth" was made up of a series of separate stories which combined to tell one big epic and the more recent long Dredd tales have been more direct in their approach.

The next episode in "The Cursed Earth" saga involves two rival groups of hamburger aficionados, who are constantly at war. But as trademarked and copyrighted characters were involved, a bewildered Tharg suddenly had the might of annoyed corporate lawyers to deal with. Thus an undertaking was signed that Tharg would never again reprint these particular stories. The agreement also covered the later "Giants Aren't Gentlemen" and "Soul Food" chapters which used the likenesses of a rather happy green giant, a small seltzer boy and a fat guy made of tyres. Thus, Tharg is reduced to giving a text synopsis of these episodes so that Squaxx dek Thargo are not completely puzzled by what follows.

THE BATTLE OF THE BURGER BARONS

Passing through the Kentucky Nuclear Dustbowl in the Land-raider, Judge Dredd and his crew are forced to stop when the air filtration system clogs. Dredd and Spikes Harvey Rotten leave the Land-raider on Lawmasters to scout a town they've spotted up ahead. When Spikes orders a hamburger in a diner in the town of Inbetween, the locals become agitated and accuse Dredd and Spikes of being spies for the Burger Barons. When Dredd and Spike appear confused, the locals explain that there's a war going on, with Donald McDonald to the North and King Burger to the South. "And us slap Inbetween!"

Suddenly, King Burger and his thugs show up and demand that the folk of Inbetween chose up sides. The townsfolk claim to be on nobody's side and King Burger just gets angry. He's about to dispense Burger Justice when Donald McDonald shows up and claims the townsfolk as McDonalds' customers. A skirmish ensues and Spikes votes that he and Dredd "scram while the scrammin's good!" But Dredd refuses. The townspeople need his protection, and with that, he wades into the

fray. But Spikes and Dredd are captured and carted off to McDonald city to become McDonalds' customers.

BURGER LAW!

In McDonald City, the art of eating hamburgers has been elevated to religious status. And Donald McDonald rules his staff with a hand of iron, killing employees for the slightest infractions of the McDonald Code of Trading. "Everything at McDonalds' is disposable, includin' the staff," says Donald. After a meal at which Dredd and Spikes are force fed hamburgers, the two engineer an escape, easily defeating the guards, who've grown slow and fat after too many hamburger meals. Dredd and Spikes get away in a McDonalds delivery van, but drive into a mutant cattle stampede, started by the King Burger boys. Hauled from the wreckage, Dredd and Spikes are dragged before a King Burger kangaroo court and sentenced to hang for the crime of eating McDonalds. Fortunately, the Land-raider turns up in the nick of time and Dredd and Spikes are spared a nasty end. Dredd orders the King Burger boys released. A more pressing job is the delivery of the vaccine to Mega-City Two.

When Green Giants Ruled the Cursed Earth

THE LEGAL VERSION

THE SECOND STORY segment to incur the wrath of the copyright lawyers was the Doctor Gribbons story-arc. Gribbons bore more than a passing resemblance to a famous purveyor of southern fried chicken and his "Doctor Moreau" style creations owed something to the Green Jolly Giant, the Speedee Alky-Seltzy Boy and the Mitcheline tyre guy.

GIANTS AREN'T GENTLEMEN

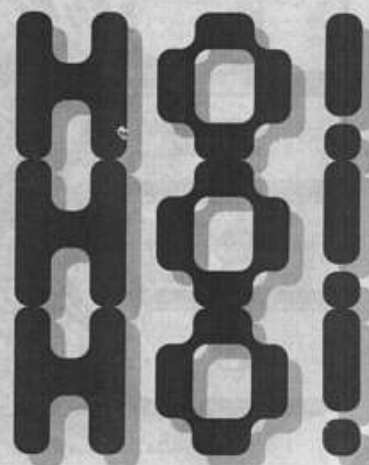
As Judge Dredd scouts the Utah dustbowl on his lawmaster, he comes across a sea of giant grass. Just as Dredd is questioning the possibility of mutant grass, a familiar huge, green figure pops up and grabs Dredd by the scruff of his neck. Dredd kicks his way free and falls to the ground. Just as the giant is about to crush Dredd underfoot, the Land-raider turns up and gives the big green guy a hot-foot. A little further on, Dredd and his team come across a scientific installation. They stop to see if they can get an explanation for the green giant and are greeted by

Alki-4, who warns them to stay away. But the warning is interrupted by the arrival of the sinister Doctor Gribbons, who orders Alki-4 to the vats. Dredd draws his lawgiver to save Alki-4 but is just a little too late. Dredd makes a fight of it with Doctor Gribbons' men but is captured by the green giant. Gribbons orders Dredd freed and takes Dredd and his crew to his sumptuous living quarters, where he offers them refreshment. But the Blueberry and mesquite wine is spiked with a tasteless narcotic and Dredd and his people are soon unconscious. Gribbons reveals that his creations are kept alive with fluids from the human nervous system and that he intends to use Dredd and his team for some unnecessary brain surgery.

SOUL FOOD

JUDGE DREDD RETURNS to consciousness just in time to knock Doctor Gribbons cold and free himself from the restraining chair. As Dredd begins to free Spikes and the others, the French tyre man appears, levelling guns. Dredd scoops up a scalpel from the Doctor's table and hurls it. The tyre man, punctured, whizzes

around the room, bouncing off the walls until he is completely deflated. Dredd and his team make to leave Gribbons' compound, but are halted when the Doctor recovers and activates the security system, causing concrete doors to slide closed over all the exits. Worse, the stone walls of the corridor begin to close in, threatening to crush Dredd and his people. But the rock-eating Tweek appears, munching his way through the solid stone wall to free Dredd and the others. Only the green giants stand between Dredd and freedom. But Gribbons' other creations swarm over the green giants in an effort to protect Dredd. Gribbons shoots Dredd in the shoulder and is just about to finish the lawman off when one of the Alki boys hurls himself on Gribbons, destroying them both. Dredd and his team continue on their way to Mega-City Two.



- [Maps](#)
 - [Floorplans Zip](#)

Critters

- [Aliens in D20 PDF](#)

Files

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