

# THE LAWGIVER



The standard issue sidearm used by the Judges of Mega-City One, the Lawgiver pistol is a versatile combat weapon. It has a switch that controls its operation, allowing it to fire a selection of specialised ammunition types tailored for the day-to-day hazards that a Judge might encounter out in the field. It takes one action to change ammo type.

All Lawgiver pistols have both the Automatic ID-Matched and Explosive Booby Trapped (3d6 damage) customisations. They use a palm-print recognition device locked to the Judge whose print is programmed into the gun's memory. If the wrong user attempts to operate the weapon, it will self-destruct with a powerful explosion. This system is linked to a Judge's gloves, which have the same recognition system built into them.

## AMMUNITION TYPES

**Standard Execution (Dum-dum) Rounds.** This is the standard round fired by the Lawgiver. It is highly effective against normal perps.

**Rubber Ricochet.** A round designed to bounce off solid surfaces and still penetrate flesh. A Judge using this kind of ammo type can easily take down a perp who is using a human shield or is behind cover. It is highly effective if fired into an enclosed space (such as an armoured vehicle or small bunker) of less than 10' diameter, gaining a +2d6 bonus when firing into such an area.

When using this round a Judge with the Ricochet exploit using this round only has to pay 2d6 to 'bounce' their attack.

**Incendiary.** A dangerous round, this is exceptional at creating diversions by setting targets alight. Use against human perps is discouraged due to the horrific injuries this round causes. Repeated use of incendiary rounds against such targets where alternative rounds are available is grounds for an SJS investigation. On a hit, the target automatically gains the Burning condition.

**Armour Piercing.** Armour piercing rounds are designed for use against targets that have some sort of armour protection. These rounds ignore 10 points of SOAK, but do half damage.

**High-Explosive (HI-EX).** The HI-EX round packs a real punch and is highly effective in targeting vehicles and robots, blasting them into smaller pieces. It has a Burst 1 (5' radius) burst area and does double damage to robots and inanimate objects.

**Heat Seeker (Hot Shot).** Heat seeker rounds lock-on to targets via their heat signature, enabling the Judge to target fleeing perps accurately in low-light conditions, or those hiding behind cover. This gives a +2d6 bonus when firing but cannot be used in the first range increment or against a target with alternative targets within 10'.



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WEAPON	DAMAGE	TYPE	RANGE	COST	SIZE	WEIGHT	AVAIL.	SPECIAL
LAWGIVER MK I:	-	-	-	2,000CR	6	3LB	J	SIDEARM
STANDARD EXECUTION	2D6+2	BALLISTIC	12	-	-	-	-	-
ARMOUR PIERCING	1/2 SE	BALLISTIC	6	-	-	-	-	HALF DAMAGE; IGNORES 10 SOAK
INCENDIARY	1D6	HEAT	8	-	-	-	-	COMBUST
RUBBER RICOCHET	1D6+2	BLUNT	6	-	-	-	-	+2D6 IN ENCLOSED SPACE
HIGH EXPLOSIVE	2D6	HEAT	8	-	-	-	-	BURST 1; DOUBLE DAMAGE TO ROBOTS AND INANIMATE OBJECTS +2D6 BUT NOT IN FIRST RANGE INCREMENT
HEAT SEEKER	2D6	BALLISTIC	10	-	-	-	-	-
STUN CHARGE	2D6	ELECTRICITY	3	-	-	-	-	STUN