



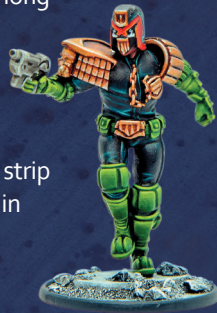
# JUDGE MINTY

## HISTORY

Judge Minty debuted in the eponymous Judge Dredd story as seen in prog #147 of 2000 AD and Judge Dredd: The Complete Case Files 03. At the conclusion of this story, Minty is seen taking the Long Walk into the Cursed Earth, there to take the Law to the lawless.

Though details of Minty's Long Walk have never been detailed canonically in the pages of 2000 AD, the popular 2013 fan-made short film hypothesises what might have befallen the aging lawman after he left Mega-City One. This scenario, similarly, presents another possible encounter Minty might have had on his long trek through the Cursed Earth.

The concept of the hell trek was first introduced in the Judge Dredd-adjacent strip *HellTrek*, which debuted in 2000 AD, prog 387.



create a new and more emancipated existence. Having joined one such hell trek, the Gizzard family have been left behind by the convoy after their vehicle broke down. They are now the target of marauding Cursed Earth mutants seeking spare parts, new clothes and fresh meat.

Fortunately for the Gizzards, they are not alone. Picking up their distress call on his helmet radio, Judge Minty has come to their aid.

## FORCES

### Judge Minty & The Gizzards

For Judge Minty we suggest using the Senior Street Judge profile.

The Gizzards are former members of *John Stallard* Block's citi-def squad. We suggest using citi-def models and profiles for the stranded family.

The combined and total points of Judge Minty and the Gizzards should not exceed 60 points including weapons and other gear.

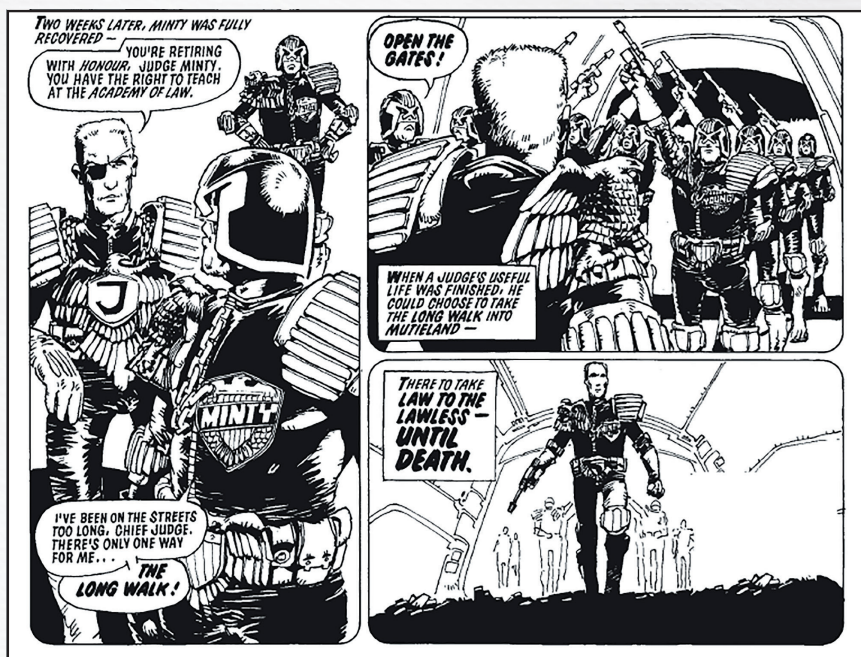
### The Cursed Earth Mutants

The mutants attacking the Gizzards are typical of the desperadoes and bandits which prowl the Cursed Earth. We recommend using a mixture Cursed Earth Raiders and Mutant Sky Raiders – up to 60 points of mutants, with gear and weapons of the player's choice.

Senior Judge Minty has fallen short of the high standards required of a Judge in Mega-City One. Duty demands, therefore, that he take the Long Walk—a one-way odyssey into the wasteland beyond the walls of Mega-City One—and is now alone in the unforgiving radlands known as the Cursed Earth.

A cruel expanse of irradiated desert and predators, the Cursed Earth is a deadly place for even armed and well-trained men such as Minty. Little wonder then, that so many of those who undertake so-called 'hell treks' often do come to harm.

Leaving behind the crushing hopelessness and authoritarianism of life in Mega-City One, convoys of hell trekkers venture into the Cursed Earth in search of a place to





## THE ENCOUNTER

### Terrain Placement

This scenario is designed for a 3' x 3' playing area representing a dusty plain in the midst of the Cursed Earth.

Players are free to take turns to populate the playing area with various rocks and the debris representing abandoned vehicles. Up to 25% of the board should be occupied by such terrain features. The rest of the map should be kept free of other scatter and obstacles.

In the centre of the board, place a vehicle (a hover van is ideal), to represent the Gizzards' broken-down transport.

### Deploy Models

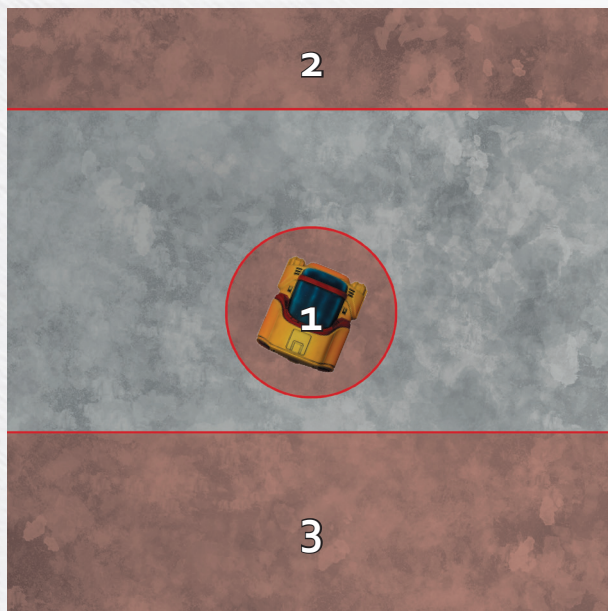
The Gizzards should be placed in the centre of the board around their broken-down vehicle in deployment zone 1. The Cursed Earth mutants should be deployed in deployment zone 2 and Judge Minty in zone 3.

### Game Length

The game continues until either player has achieved his or her objectives as outlined below.

### Objectives

Minty and the Gizzards can achieve victory by incapacitating the entirety of the attacking mutant gang. The mutants will achieve victory if they incapacitate the entire Gizzard family and at least one mutant is able to leave any table edge; they do not



need to incapacitate Judge Minty. Any other result is considered a tie.

## SENTENCING

Judge Minty is in the Cursed Earth to bring law to the lawless. Therefore, the following sections of the Book of Law apply in this case:

*Section 1: Homicide; Section 2: Assault; Section 3: Robbery; Section 5: Theft & Theft-Related Offences; Section 8: Criminal Damage; Section 9: Illegal Imprisonment & Abduction*

