



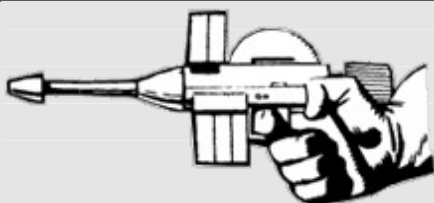
# Phudge DREDD

Game

Player

## LAWGIVER

Magazine	Chamber 1	Chamber 2	Storage
1	GP 12:	12:	Lawgiver
2	GP 12:	12:	Lawgiver
3	GP 12:	12:	Belt Pouch
4	GP 12:	12:	Belt Pouch
5	GP 12:	12:	Belt Pouch



Ammo Type	Range		Damage
	Normal	Max	
General Purpose	50m	150m	Fair
Incendiary	15m	150m	Good (fire)
High Ex	5m	50m	Good (area)
Grenade	15m	50m	Mediocre (area)
Armour Piercing	50m	150m	Good (AP)
Rubber Ricochet	15m	50m	Fair
Heat Seeker	15m min to 50m	N/A	Fair
Hypo Shell	15m min to 50m	N/A	KO

## BELT POUCHES

Birdie Lie Detector

Bleeper (5)

Hand Cuffs (2)

Hand Radio

Lawgiver IR Sight

Magazines (3)

Silencer

Medi-pack

Pollution Meter

Stumm Gas Grenades (3)



## GLOVE POUCHES

Heat Seeker Shells (3)

Hypo Shells (3)



## BOOTS

Lawgiver

Boot Knife - Dmg: Mediocre



## LAWMASTER

Driving FAIR

Max Speed 570 Kph (480 m)

Acc/Dec 80m

Heavy Weapons MEDIOCRE

Bike Cannon (50m/150m) Dmg: Great  
Magazine 36:

Cyclops Laser (50m/500m) Dmg: Superb

## LAWMASTER STOWAGE

Bike Cannon Magazines (6)

Hand Cuffs (3)

Lawgiver GP Magazines (10)

Medi-pack (2)

Scatter-gun (15m/50m)

Rad-cloak

Shells (30) - Dmg: Mediocre

Respirator (2)

Stumm Shells (6)

Stumm Gas Grenades (10)

Daystick - Dmg: Mediocre

Spare Parts

Cling-net

## LAWMASTER HIT LOCATION

		AP
1	Computer & Communications	1
2	Left Bike Cannon	1
3	Right Bike Cannon	1
4	Cyclops Laser	1
5	Engine and Fuel	2
6-8	Judge	1
9	Headlamps & Infra-Red Light	-
10	Stowage	1
11	Front Tyre	3
12	Rear Tyre	3

