

## MEGAMUNDA ROLES – THE GOVERNOR

The governor's role has until recently been a cushy affair, a productive planet, relatively subjugated population and a few back handers have made living on this backwater tolerable. Up until now you have ensured enough resources reach the Imperial factory planets to keep any questioning officials at bay. However your peace is about to be disturbed as the powers above have deemed your planet due for a visit, not by the usual bean counters either but a full Inquisitor team.

The Governor's role will include,

- Liaising with the Chief Judge and Planetary military commander to ensure resources are distributed throughout the four CiTis accordingly
- Provide the Inquisitors with all necessary evidence that you are, not only fit for your role, but have a firm hand on all aspects of the planets infrastructure.
- Receive and react to prepared reports detailing unrest within the CiTis

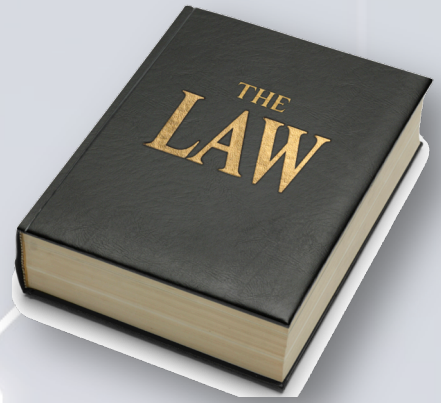
And shall be accomplished by

- Meetings with the Governors control team
- Interaction with members of the Inquisitors team



## MEGAMUNDA ROLES – THE CHIEF JUDGE

The Chief Judges role has been attained by hard work, a dedication to duty and an unshakeable belief in the rule of Law. You answer only to the Governor, but should even he find himself on the wrong side of Lady Justice you would not hesitate to act.



The Chief Judges role will include,

- Liaising with the Governor and Planetary military commander to ensure Justice resources are distributed throughout the four CiTis accordingly.
- Provide backup to Judges within the CiTis who require assistance with case solving or gang management.
- Receive and react to prepared reports detailing unrest within the CiTis

And shall be accomplished by

- Meetings with the Governors control team
- Interaction with Judges in the four CiTi's
- The solving of spatial, logical or word puzzles
- Card and dice based gameplay

*"My fellow Judges, I was barely in my teens when I put on this badge. When the time comes for me to take it off, please let me do so knowing that it still stands for freedom... and not for repression."*

*Chief Judge Fargo*



## MEGAMUNDA ROLES – THE JUDGES

You are the thin line between order and chaos, a bulwark between light and dark, a...you get the picture, if nothing else you are THE LAW!

Judges will be acting in teams of two in each of the four CiTis. Whilst it is anticipated you will remain in your home CiTi, a failure in your duties either maintaining order or letting unsolved crime cases escalate may force the Chief Judge to intervene.

The Judges role will include,

- Controlling civil disorder, putting down riots, curbing gang expansion and searching the transit hubs for contraband.
- Arresting, bailing or putting gangers in the morgue.
- Ensuring the CiTi civil disorder is kept within reasonable limits
- Liase with other Judges and the Chief Judge for assistance and resources
- Solve crime cases.

And shall be accomplished by

- Meetings with the Chief Judge.
- Interaction with Judges in the four CiTis.
- The solving of spatial, logical or word puzzles
- Card and dice based gameplay

*“The law never apologises”*

*Judge Dredd*



## MEGAMUNDA ROLES – GANG BOSS

As a Gang Boss you are answerable to no-one but yourself. You may pay lip service to your so called Gang peers, and yes, have a healthy respect for the power of the Judges but success or failure rests with you.

You will be responsible for organising, funding and supplying a Street Boss in each of the four CiTis. Whether this is providing a personal appearance (and the influence benefits), ensuring a healthy supply of firepower, negotiating a truce with a rival or procuring that all-important opponent for your next cage fight, you will need all your cunning to expand your power base.



The Gang Bosses role will include,

- Moving between the four CiTis or organising gang “sit-downs” in the Cursed Earth safe zones
- Liasing with your Deputy and Street bosses on their requirements for continued success.
- Collecting revenue from gang activities
- Spending said income on bailing out gang members, influence and combat modifier cards.
- Ensuring any gang specific objectives are met.

And shall be accomplished by

- Meetings with the other Gang Bosses.
- Interaction with your Street Bosses in the four CiTis.
- Card and dice based gameplay

*“People ask the difference between a Leader and a Boss. The Leader leads and the Boss drives.”*

*Theodore Roosevelt*



## MEGAMUNDA ROLES — STREET BOSS

Lieutenant, No.2, understudy you have heard them all. Yes, your not the gang boss, but when they are out of town you make the calls, the hard choices and if you are ever make it to the top, put your neck on the line.

It's the time of year when money is to be made in your CiTi and you will be responsible for expanding your gang operations when those cash rich and gullible miners come to town. Taking over profitable resources from the humble bar to the more exotic body-mod shops will be your goals. However it's not like the other four gangs in your CiTi are likely to hand them over without a fight is it....

The Street Bosses role will include,

- Maintaining and expanding your gangs "turf" within your CiTi through a combination of influence and brutality.
- Sending contraband through the HUB transport system for barter and trade (as well as decoys for those Judges to find).
- Resolving combat with both, the law and rival gang units.
- Liaising with Gang bosses regarding your requirements for continued success. Remember though they have three other CiTis to oversee as well so you will be left to your own devices at some points.
- Ensuring any gang specific objectives are met.



And shall be accomplished by

- Transmissions and meetings with your Gang Boss.
- Interaction with your fellow Street Bosses in the CiTis you inhabit.
- Card and dice based gameplay

*"You can get much further with a kind word and a gun than you can with just a kind word."*

*Al Capone*

## MEGAMUNDA ROLES - INQUISITOR

You are the Inquisition, obeyed, revered but most importantly feared throughout the Empire. Your team has been dispatched to many planets to ensure the Emperor's work is being carried out according to his wishes and it appears this is another of those tasks. However en route an encoded transmission is received...

The Inquisitor's role will include,

- Liaising with the Chief Judge and Planetary Governor to form an overview of this planet's effectiveness.
- Extensive travel throughout the four CiTis
- Provide support for CiTi Judge teams if required in a "ride along" capacity.
- Ensure all Inquisitor team objectives are met.

And shall be accomplished by

- Meetings with the Governor's control team
- Interaction with fellow members of the Inquisitors' team
- The solving of spatial, logical or word puzzles

