MECHANISMO
STRIKE
FORCE

PLAY TEST DOCUMENT

MECHANISMO STRIKE FORCE

The Mechanismo units were first introduced by then Chief Judge McGruder as a solution to the problem of dwindling numbers of Judges. At first discredited, development of the robotic Judge nonetheless continued and they have since been used at times to supplement Judges in dangerous missions. After the Day of Chaos especially, the remaining Mechanismo units were vital in helping to maintaining order.

Dedicated Mechanismo Strike Forces are assembled for specific tasks, be it assaulting the stronghold of a crime boss known to possess heavy weaponry, creating a beach head on a hostile alien world, or sweeping through a ruined sector prior to Judges reclaiming it for the city. They are extremely powerful units, led by a Judge from Tek-Div skilled in the control and maintenance of robotic units.

A Mechanismo Strike Force is extremely potent, though it lacks the flexibility of a true Justice Department force and will always be out-numbered. A single lucky shot from an enemy force can all but cripple it, and the force constantly battles against its own programming.,

Standard Issue: No Mechanismo Strike Force model may be purchased equipment, weapons or armour unless it is in their list of options. However, Tek-Judges may be purchased cybernetics if they suffer injuries.

Twitchy: Mechanismo Strike Forces are designed to operate in the field for extended periods of time. Unfortunately, not even the Mk2 works as advertised when not subjected to regular program scrubs and maintenance.

Both the Mk1 and Mk2 Mechanismo units are subject to the Twitchy rule. However, if a Tek-Judge is within 6" of a malfunctioning Mechanismo unit, he may attempt to remotely reset its programming so it is placed under his full control once more. This requires a Special action and a successful Will check.
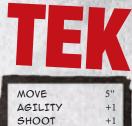
MECHANISMO STRIKE FORCE MERCENARY LIST

The following may be used as Mercenaries (as with the Justice Department, they are actually reinforcements) by a Mechanismo Strike Force. They may not take Judges of the World or Heroes & Villains.

TEK JUDGE

125 CREDITS

MOVE	5"
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+4
HITS	2

TYPE:
LEVEL 1 INFANTRY HERO

EQUIPMENT:
BOOT KNIFE, LAWGIVER, LIGHTWEIGHT ARMOUR

TALENTS:
BODGE 'N' FIX, CAN WE FIX IT?

-CASE FILE-

Most Tek-Judges are trained in a wide variety of skills but others, such as this one, have very specialised training, making them leaders in their fields. This Tek-Judge has spent his time studying, repairing and building robotic devices, making him the prime choice to lead a Mechanismo Strike Force.

OPTIONS
- Swap lightweight armour with standard issue armour for +30 points.
- Ride a Lawmaster for +150 Credits

SPECIAL RULES
Can We Fix It Too?: This Tek-Judge has specialised in robotics and may attempt to repair any model with the Robot Type he is in base contact with. By performing a Special Action and making a successful Will check, the Tek-Judge can restore a single lost Hit.

MECHANISMO MK1

295 CREDITS

MOVE	5"
AGILITY	+0
SHOOT	+2
MELEE	+2
MELEE DICE	3D
WILL	+0
ARMOUR	+7
HITS	4

TYPE:
ROBOT INFANTRY MINION

EQUIPMENT:
JUDGEMENTBRINGER CANNON, MECHANISMO ROCKETS

-CASE FILE-

Following many disasters in Mega-City One, the Judges found themselves seriously short-handed. The automated Mechanismo droids were an attempt to quickly rectify this by putting robotic Lawkeepers on the streets. However, the Mk I Mechanismo units were found to be a little twitchy, and a few deaths were involved…

SPECIAL RULES
I am the Law!: The Mechanismo acts as a Judge at all times. It must, for example, always attempt to arrest a model before attacking it.

Twitchy: If the Mechanismo is successfully hit by any attack (regardless of whether it loses any Hits), roll a die. On the roll of a 1, the Mechanismo malfunctions. On subsequent turns, it will always move towards the nearest model (friend or foe!) and attempt to arrest it. If the attempt fails, it will then attack the model until it is destroyed. It will then start moving towards the next nearest model, and so on.

	Range	Shooting Dice	Damage	AP	Special Rules
Judgementbringer Cannon	18"	—	—	—	—
- Armour-piercing	—	1D	1	-4	—
- High-explosive	—	1D	3	-2	Explosive 1
- Incendiary	—	1D	1	0	—
- Standard Execution	—	4D	2	-2	—
Mechanismo Rockets	24"	1D	1	0	Explosive 1

MECHANISMO MK2

375 CREDITS

MOVE	6"
AGILITY	+0
SHOOT	+3
MELEE	+2
MELEE DICE	3D
WILL	+3
ARMOUR	+7
HITS	5

TYPE:
ROBOT INFANTRY MINION

EQUIPMENT:
JUDGEMENTBRINGER CANNON,
MECHANISMO ROCKETS

-CASE FILE-

Despite the bad publicity surrounding the Mechanismo project, not to mention the personal condemnation by Judge Dredd, development continued in secret. The Mechanismo Mk II units do not share the twitchy nature of their predecessors and are sometimes used in times of extreme emergency.

SPECIAL RULES

I am the Law!: The Mechanismo acts as a Judge at all times. It must, for example, always attempt to arrest a model before attacking it.

Twitchy: If the Mechanismo is successfully hit by any attack (regardless of whether it loses any Hits), roll a die. On the roll of a 1, the Mechanismo malfunctions. On subsequent turns, it will always move towards the nearest model (friend or foe!) and attempt to arrest it. If the attempt fails, it will then attack the model until it is destroyed. It will then start moving towards the next nearest model, and so on.

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- Standard Execution	—	4D	2	-2	—
Mechanismo Rockets	24"	1D	1	0	Explosive 1