

# The Law

Before a judge continues their street patrol or current investigation, they must sentence the perp to a period of time in the cubes. The arresting judge's word is final for sentencing, subject to further evidence being uncovered at a later date and many crimes have variable sentences permitted, allowing a judge to use their own discretion and still remain within the Law. However, a judge who is consistently too harsh or too lenient may well be investigated themselves and disciplined.

The guide below may be used by players to determine a suitable sentence for any perp they arrest, be it time spent in an iso-cube, a credit fine (paid directly to the judge's Sector House) or some other punishment. Players are free to consult this list at any time during play in order to access this guide, or they may make a Knowledge (law) check at DC 5 in order to recall a suitable sentence for any crime.

## Exceptions to Sentencing

- **Criminal activity as the result of insanity:** Indefinite psycho-cube observation until mental state is determined.
- **Homicidal or compulsive violent behaviour, psychotic or sociopathic tendencies:** Indefinite psycho-cube incarceration with occasional behavioural modifying brain surgery.
- **Stress related violent outbursts (Future Shock Syndrome):** Indefinite psycho-cube observation with counselling and rehabilitation.
- **Obsessive/compulsive non-violent criminal behaviour (kleptomania, spontaneous confession, 'petty crime' addiction):** Iso-cube incarceration. A citizen completely unable to behave and conform will be sentenced to a compulsory frontal lobotomy.

## Code 1: Homicide

Section **Offence:** Sentence

1. **Premeditated murder of a judge during the execution of his duty:** Life
2. **Premeditated mass murder** (spree or serial killing): 30 years - life
3. **Premeditated murder:** 15 years - Life
4. **Prolonged abuse or neglect resulting in death:** 8 - 40 years
5. **Manslaughter** (unlawful killing with no malicious intent, accidental or incidental death caused while involved in lesser category crimes): 8- 25 years

## Code 2: Assault

Section **Offence:** Sentence

1. **Assault of a judge resulting in actual or grievous bodily harm:** 10 - 20 years
2. **Assault of a citizen resulting in grievous bodily harm:** 3 - 12 years
3. **Assault of a citizen resulting in actual bodily harm:** 1 - 8 years
4. **Torture:** 8 - 15 years
5. **Assault with a deadly weapon:** 6 months - 2 years

6. **Common assault or brawling:** 3 months - 2 years

## Code 3: City Security

Section **Offence:** Sentence

1. **Treason or espionage:** Life
2. **Any action likely to lead to city-wide death and destruction:** Life
3. **Collaboration with a hostile foreign power during wartime:** Execution

## Code 4: Robbery

Section **Offence:** Sentence

1. **Armed robbery with violence:** 18 years - Life
2. **Armed robbery:** 10 - 30 years
3. **Hijacking:** 8 - 20 years
4. **Looting:** 2 - 10 years
5. **Tapping** (mugging): 5 - 30 years
6. **Wrecking:** 10 - 25 years

## Code 5: Burglary

Section **Offence:** Sentence

1. **Burglary:** 10 - 20 years
2. **Breaking and Entering:** 8 - 20 years
3. **Possession of burglar's equipment:** 2 - 5 years
4. **Trespass:** 6 months - 2 years

## Code 6: Theft and Theft-Related Offences

Section **Offence:** Sentence

1. **Shoplifting:** 1 - 15 years
2. **Dunking** (pick-pocketing): 2 - 15 years Section **Offence:** Sentence
3. **Theft** (unless covered by Codes 4 or 5): 2 - 20 years
4. **Dealing in stolen goods:** 6 months - 5 years
5. **Possession of stolen property:** 3 months - 5 years

## Code 7: Arson

Section **Offence:** Sentence

1. **Setting fires with intent to cause death:** Life
2. **Setting fires with intent to damage property:** 30 years - Life

## Code 8: Medical And Scientific

Section **Offence:** Sentence

1. **Practising medicine without license:** 3 - 15 years
2. **Illegal experimentation:** 10 - 20 years
3. **Unauthorised possession of controlled biological, chemical or mutagenic substances:** 15 years - Life
4. **Body Sharking:** 15 - 30 years
5. **Organ Legging:** 15 - 30 years
6. **Body-snatching:** Life
7. **Illegal bionic or cybernetic implants:** 3 - 15 years
8. **Illegal cloning:** 5 - 20 years

## Code 9: Criminal Damage

Expressions of pent-up rage, as well as general impatience with ineffective equipment, are treated swiftly and sternly. Of particular annoyance to the city and the Justice Department, is the act of GÇÿscrawling' - tagging public spaces with painted graffiti. Following the Marlon GÇÿChopper' Shakespeare affair, scrawling has diminished but occasionally flares again, usually in response to some perceived slight or social miscarriage. Section **Offence:** Sentence

1. **Robot Smashing:** 5-15 years
2. **Criminal Damage:** 6 months-8/10 years
3. **Vandalism:** 3 months-6/8 years
4. **Scrawling:** 1 month-1 year

## Code 10: Illegal Imprisonment & Abduction

The law is simple: abduct and imprison someone and you can expect to be imprisoned yourself. For all the lack of general liberty in Mega-City One, forcibly holding someone against their will (unless the Judges do it) is a major crime - as reflected in the sentencing. One particularly abhorrent crime is the practice of Chump Dumping. Here, aliens are conned into visiting Earth (and Mega-City One) as tourists or refugees, paying extortionate sums to the runners who organise the passage. In deep space, the passenger pod of the spaceship is jettisoned, without life support, leaving the poor occupants to die alone whilst the perps pocket the transit fee. Chump Dumping tends to be controlled by the Mob gangs and other organised crime groups. Section **Offence:** Sentence

1. **Kidnap** (abduction with ransom demand): 30 years-Life
2. **Chump Dumping:** 30 years-Life
3. **Abduction:** 15 years-Life
4. **False imprisonment:** 10-30 years
5. **Hostage taking:** 10-20 years
6. **Incitement to kidnapping:** 5-10 years

## Code 11: Civic & Financial

Water-tight computerised accounting and financial regulation, in the wake of the infamous GÇÿCredit Crunch' of the very early 21st Century, means that most major financial transactions are controlled by incorruptible AIs and computerised systems that do not know the meaning of greed and take the most sensible fiscal decisions based on long-term planning, calculated risk and close observance of previous recessions and depressions. That said, some citizens can get away with relatively low-levels of financial malfeasance, such as minor counts of tax evasion, but financial GÇÿwhite collar' crimes tend to be few and far between. Gambling, illegal in Mega-City One since its formation, falls into Code 11. But betting on the outcome of all manner of activities (rat fights, robot fights, dog fights, mutant fights, skyboard races, the vicious Mega-City 5000 bike race) still happens from slums, through shuggy halls to the penthouses of the rich and famous. The Mob controls a lot of illegal gambling through their devious GÇÿnumbers rackets' but often gambling is ad-hoc and opportunistic. TV game shows are exempt from the gambling laws but only because extensive and complex charters exist to ensure that pure chance and controls on the sums waged are firmly in place.

Section **Offence:** Sentence

1. **Bigamy:** 1 year per count
2. **Unlicensed adoption:** 1 year per count
3. **Gambling:** 1-5 years
4. **Tax Evasion:** Cr. 5,000 fine-8 years
5. **Blackmail:** 2-30 years

## Code 12: Technology

Any advances in technology leads to an exploitation of that technology for criminal ends, no matter what the safeguards. Most technology crime is covered under other codes, so Code 12 deals with certain specific crimes, such as tampering with robots, building WMDs and computer hacking. Deliberately planting aggression chips in robots, thereby breaking their conditioning to serve and obey humans, is viewed with special severity following the Robot Wars. Section **Offence:** Sentence

1. **Implanting aggression chips into robots:** 5/15-20/30 years
2. **Illegal possession or trading of war or assassin droids:** 3-15 years
3. **Unauthorised construction of weapons of mass destruction:** 10 years-Life
4. **Computer hacking:** 3-18 years

## Code 13: Public Order

Section **Offence:** Sentence

1. **Participating in block war:** 15 years - Life
2. **Rioting:** 3 - 15 years
3. **Agitating or rabble rousing:** 1 - 15 years
4. **Obstruction:** 3 months - 2 years
5. **Unlawful assembly:** 3 months - 1 year
6. **Drunk and disorderly:** compulsory rehabilitation - 2 years

7. **Disorderly conduct:** 6 months - 2 years

## Code 14: Public Nuisance

Section **Offence:** Sentence

1. **Boinging in public:** 20 years
2. **Low level or dangerous sky surfing/bat gliding:** 3 months - 20 years
3. **Peeping:** 6 months - 2 years
4. **Loitering:** 6 months - 1 year
5. **Littering:** 100 credit fine or up to 6 months
6. **Jaywalking:** 3 months - 2 years
7. **Begging:** 1 - 12 months
8. **Intentional wasting of Justice Department time:** 3 months - 2 years
9. **Unintentional wasting of Justice Department time:** 1 month - 1 year
10. **Incitement to crime:** 1 - 12 months

## Code 15: Traffic

Section **Offence:** Sentence

1. **Driving under the influence of drink or drugs:** 5 - 15 years, plus life ban
2. **Dangerous driving:** 2 - 15 years, plus life ban
3. **Driving while banned:** 1 - 5 years
4. **Speeding, slow driving, lane weaving, light jumping:** 5,000 credit fine or up to 2 years, plus ban of 5 - 20 years
5. **Driving unroadworthy or dangerous vehicle:** 1000 credit fine or up to 2 years
6. **Parking violation:** 1000 credit fine or up to 30 days

## Code 16: Psi

Section **Offence:** Sentence

1. **Knowing or premeditated use of a psionic or psychic ability to cause injury or death:** 30 years - Life
2. **Unauthorised use of psionic or psychic abilities:** 5 - 15 years
3. **Unregistered psionic or psychic abilities:** 1 - 5 years

## Code 17: Employment

Section **Offence:** Sentence

1. **Employing citizens without a license:** 1 - 5 years
2. **Breach of health and safety regulations:** 1,000 credit fine or up to 2 years
3. **Moonlighting:** 10 years per job
4. **Employing robots in a human-specific task:** 5 - 8 years
5. **Employing humans in a robot-specific task:** 5 - 8 years

## Code 18: Fraud and Forgery

Section **Offence:** Sentence

1. **Defrauding the Justice Department:** 20 years - Life
2. **Corporate fraud or embezzling:** 10 - 30 years
3. **Trading in fraudulent goods:** 5 - 20 years
4. **Counterfeiting or forgery of legal documents:** 8 - 15 years
5. **Forgery:** 5 - 12 years
6. **Possession of forging equipment:** 3 - 9 years
7. **Knowingly trading or possessing forged items:** 2 - 8 years

## Code 19: Impersonation and Deception

Section **Offence:** Sentence

1. **Jimping (impersonation of a judge) with intent to commit crime:** 10 - 20 years
2. **Jimping for other reasons:** 5 - 10 years
3. **Unauthorised use of an image of a known judge:** 1 - 5 years
4. **Impersonation of a known criminal:** 6 months - 2 years
5. **Unauthorised impersonation of a celebrity or public figure:** 3 months - 1 year
6. **Unauthorised or prohibited face change surgery:** 5 - 10 years
7. **Unauthorised possession of face change equipment:** 3 - 12 years

## Code 20: Contraband

Section **Offence:** Sentence

1. **Possession or manufacture of illegal substance with intent to trade:** 5 - 30 years
2. **Possession of illegal substance with intent to use:** 1 - 5 years with compulsory rehab
3. **Smuggling:** 8 - 20 years
4. **Illegal or unlicensed firearm:** 6 months - 3 years
5. **Umpty bagging:** 5 - 30 years
6. **Possession or trade of restricted publications:** 1 - 8 years

## Code 21: Genetic Purity

Section **Offence:** Sentence

1. **Mutant DNA:** Exile into Cursed Earth
2. **Concealment of mutant:** 1 - 5 years (or exile)

## Code 22: Pollution

Section **Offence:** Sentence

1. **Interfering with operation of Weather Control:** 20 - 30 years
2. **Creating atmospheric pollution:** 5,000 credit fine or up to 2 years
3. **Smoking in public:** 3 months - 5 years
4. **Noise annoyance:** 2 months - 3 years

## Code 23: Perverting the Course of Justice

Section **Offence:** Sentence

1. **Resisting arrest:** 5 - 8 years
2. **Escaping from Justice Department custody or imprisonment:** 10 - 20 years
3. **Perp running** (aiding an escape out of Mega-City One): 5 - 30 years
4. **Perverting the course of Justice:** 15 years - Life
5. **Actual or attempted bribery of judge:** 10 years
6. **Bribery of a citizen:** 2 - 10 years
7. **Withholding evidence of a crime:** 10 - 15 years
8. **Perjury, lying to a judge or malicious accusation:** 3 months - 5 years

## Code 24: Secondary Offences

Section **Offence:** Sentence

1. **Attempt to commit any category crime:** 25 - 50% of sentence
2. **Conspiracy to commit any category crime:** 20 - 50% of sentence
3. **Aiding and abetting a known criminal:** 3 - 8 years
4. **Withholding information about any crime:** 2 - 15 years

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