

## Judge Dredd The Cursed Earth Saga 2000 Ad

Graphic Novel. A new edition of classic "Judge Dredd" comics, which tie in with the forthcoming film "Dredd". With illustrations by Mike McMahon and Brian Bolland.

Industry legends John Wagner and Alan Grant (Judge Dredd, Strontium Dog, Judgement on Gotham, A History of Violence) team up once again to bring you Rok of the Reds alongside stunning art by Dan Cornwell. Dangerous intergalactic outlaws and an arrogant footballer collide, on the run after his home world is destroyed, Rok of Arkadi needs a hiding place. And that hiding place happens to be troubled football star Kyle Dixon. A black comedy about revenge, redemption and the 'beautiful game'.

Join Judge Dredd on an epic journey across the Cursed Earth and then into the depths of space in search of the saviour of Mega-City One... The Judge Child. A huge catastrophe has been predicted for Mega-City One, and only a special child who bears an Eagle mark can save the city from utter devastation. Dredd's odyssey brings him up against the bizarre Brotherhood of Trash, the despicable Angel Gang (including the unstoppable Mean Machine) and the giant toad Sagbellyl Rarely has a Dredd epic featured such a memorable rogue's gallery Featuring work by fan-favourite artists Ron Smith, Mike McMahon and Brian Bolland, this is a classic Dredd tale presented in its entirety for the first time in paperback.

While investigating a murder at the Chaos Day Memorial, Dredd comes across a slave ring in which people are being sent into the bowels of the earth to rob the bodies of the dead. Yodie - one of those forced into this harrowing labour, finds a technologically advanced bracelet that bestows tremendous power to whoever wears it. Meanwhile, the 'owners' will stop at nothing to get it back. The second volume of the Essential Judge Dredd line features the greatest epic storyline in Judge Dredd history. Widely considered a comics classic, The Apocalypse War is reprinted alone in its entirety for the first time in its original format for over a decade. "The greatest moment in comics history" - Garth Ennis (Preacher, The Boys) The essential Judge Dredd graphic novel series – the ultimate introduction to the Lawman of the Future! When the citizens of Mega-City One's massive city blocks declare war on each other, Judge Dredd realises it is merely a prologue to an all-out nuclear attack by East Meg One! As warheads rain down, Dredd leads a brave guerrilla resistance against the Sov forces, building to an earth-shattering decision that shakes his world to the core! This second wide-screen blockbuster volume in the Essential Judge Dredd graphic novel series presents The Apocalypse War, the mother of all 'epic' Dredd storylines, which forever fixed the character in readers' minds and ensured Carlos Ezquerra's title as the definitive Dredd artist in comics' hall of fame. "The Apocalypse War gets at what makes Dredd such a joy to read." - Comics Alliance "Seared into the memory of everyone who read it" - The Guardian "Transitioned the character's brutality from just a source of tongue-in-cheek excitement into something of a disturbing clarity" - The Comics Journal

When Judge Dredd returns from the Cursed Earth, he's convicted of murder. With Dredd out of the way, the stage is set for the ascent to power of the crazed head of the Special Judicial Service - Judge Cal. The law soon becomes a nightmare as the Judge turns on the citizens of Mega-City One.

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The original Dredd epic complete, unexpurgated collected with the 'banned' material for the very first time! Mega-City One, 2100. This post-apocalyptic city of the future is blighted by overcrowding, poverty and misery. With each of the 400 million citizens a potential criminal, order is maintained by future lawmen known as the Judges who have the power to act as judge, jury and executioner. Toughest of them all is Judge Dredd – he is the law! A deadly plague developed during the brutal 'Great Germ War' has reached the futuristic metropolis of Mega-City Two, located on the West Coast of the USA. Charged with delivering a life-saving vaccine to the citizens of the disease-ridden city, Judge Dredd and a small crew of Judges, war droids and the lawbreaking biker, Spikes Harvey Rotten, must travel a thousand miles across the radioactive wasteland known as 'the Cursed Earth.'

Experience the complete Cursed Earth saga, collected here for the first time – a sparkling action-packed parody from Pat Mills and John Wagner, complete with sumptuous color spreads from Brian Bolland and Mick McMahon.

'Into The Cursed Earth,' chapters 10-12: Roasted Judge on a Spit (Serves 6-8): Ingredients: one (1) Judge, metal spit, Kosher salt. 1. Kill the Judge (pick your favorite option; we just like to shoot •em in the mouth) 2. Pry off helmet, that big gold bird, boots, gloves, etc. 3. Secure Judge to spit carefully; dead Judges are heavy and tend to flop around as the spit turns. 4. Light coals, turn slowly, salting and basting with blood (pro tip: save it from step number 1) every half hour. 5. When the skin bubbles up into these fine little blistering pustules, it's time to eat! (Recipe courtesy Angel Brothers Gang, all rights reserved)

"The Cursed Earth, Pt. 2"-- Judge Dredd, along with his multi-eyed precog mutie companion Dannn, fight venture through the Cursed Earth in pursuit of the renegade droids who stole the only thing that can save Mega-City One. Horrific obstacles stand in their way... but none more horrific than the worst backwoods criminal posse ever to set foot on irradiated soil: the Angel Gang! When these longtime fan-favorite villains make their U.S. debut, you'd better make sure your dial is set to "brutal"...

Carnage is back, carving a path of chaos in his wake -- one crafted by some of the greatest creators at Marvel! But beware, True Believers: true to their titular character's namesake, these spine-chilling tales are not for the faint of heart -- and they are presented in brutally beautiful black, white...and blood! Featuring the serial-killing super villain in savage battle with Spider-Man like you've never seen before; a horrifying tale set against the backdrop of the classic Maximum Carnage event; and much, much more! And now the symbiotic slaughterfest is bigger and badder than ever, collected in the oversized glory of a Treasury Edition! You'd better hope the printer has enough red ink...because there will be blood! COLLECTING: Carnage: Black, White & Blood (2021) 1-4

Hell Tanner isn't the sort of guy you'd mistake for a hero: he's a fast-driving car thief, a smuggler, and a stone-cold killer. He's also expendable - at least in the eyes of the Secretary of Traffic for the Nation of California. Tanner doesn't care much for those eyes. You'd also never mistake Hell Tanner for a humanitarian. Facing life in prison for his various crimes, he's given a choice; rot away his remaining years in a tiny jail cell, or drive cross-country and deliver a case of antiserum to the plague-ridden people of Boston, Massachusetts...if anyone is still alive there to receive it, that is. The chance of a full pardon does wonders for getting his attention. And don't mistake this mission of mercy for any kind of normal road trip - not when there are radioactive storms, hordes of carnivorous beasts, and giant, mutated scorpions to be found along every deadly mile between Los Angeles and the East Coast.

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But then, this is no normal part of America, you see. This is DAMNATION ALLEY... Roger Zelazny's post-apocalypse novel predates the George Peppard-Jan-Michael Vincent movie vehicle by about a decade and represents the fine storytelling talents of one of science fiction and fantasy's most daring writers (likely best remembered for his imaginative Amber series). Speaking of vehicles: the coolest part of the movie--and likely, thankfully, the only part most people remember--turns out to be even cooler in the book: the flame-spewing, .50-caliber-bullet-belching, grenade-throwing, gigantic all-terrain vehicle that's responsible for getting a crucial antiserum shipment from Los Angeles to Boston to stop a deadly plague. The driver, a despicable lowlife named Hell Tanner, has been given a not-so-difficult choice. He can either get the drugs to the East Coast intact, save humanity, and receive a full pardon for his crimes, or he can refuse and spend the rest of his life in a "zebra suit." So what's the catch? Thanks to World War III, Middle America is now an electrical-storm-torn, heavily irradiated playground for dino-sized Gila monsters, "freak spiders," humongous bats "that eat off the mutie fruit trees down Mexico way," and 120-foot-long snakes as big around as garbage cans. And the native humans still scrambling around the wasteland aren't much less dangerous.

The complete story collected in paperback for the very first time, with a brand new cover from comics legend Mick McMahon. Mega-City One, 2100. This post-apocalyptic city of the future is blighted by overcrowding, poverty and misery. With each of the 400 million citizens a potential criminal, order is maintained by future lawmen known as the Judges who have the power to act as judge, jury and executioner. Toughest of them all is Judge Dredd – he is the law! A deadly plague developed during the brutal 'Great Germ War' has reached the futuristic metropolis of Mega-City Two, located on the West Coast of the USA. Charged with delivering a life-saving vaccine to the citizens of the disease-ridden city, Judge Dredd and a small crew of Judges, war droids and the lawbreaking biker, Spikes Harvey Rotten, must travel a thousand miles across the radioactive wasteland known as 'the Cursed Earth.' Experience the complete Cursed Earth saga, collected in an oversize paperback after the instant sell-out hardcover – a sparkling action-packed parody from Pat Mills and John Wagner, complete with sumptuous colour spreads from Brian Bolland and Mick McMahon.

A selection of strips from '2000 AD' and the 'Judge Dredd' magazine

'Mega-City Manhunt, part 2' Everybody wants Dredd. Chief Justice Cal wants Dredd erased, since he's the only one who knows the truth about the Council of Five. SJS Judge Verrity wants Dredd to answer for his crimes in Sector One. Judge Anderson wants Dredd to stay alive long enough to figure out how she'll get her body back. And Dubbie Cruz-- an unfortunately Judge Cal lookalike-- wants Dredd to leave him alone. Everybody wants Dredd. You'll want Dredd, too. Specifically, Judge Dredd #26. Add it to your pull list now, punk!

The Dark Judges return to destroy Mega-City One! The Big Meg is under siege from the Dark Judges and the Sisters of Death. Meanwhile Judge Dredd has been exiled to the harsh wastelands of the Cursed Earth and time is running out for the citizens he once swore to protect. With the body-count rising, will Dredd be able to return in time to stop the utter annihilation of the city!?

The earliest adventures of the cult character back in print, and in colour for the first time in decades! **THE TOUGHEST BOUNTY**

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HUNTER IN THE GALAXY! There was a time in the 22nd century where man's lawless spread out amongst the stars across new frontiers. Enter the Search and Destroy Agents - mutants warped from birth by Strontium 90 fallout from the last, great war. Known by the 'norms' as 'Strontium Dogs', these men and women enact justice throughout a cruel and unforgiving universe. It's a hard and dangerous life where only the toughest can survive. Men like Johnny Alpha - a mutant with the ability to emit powerful Alpha-Rays from his eyes!

Judge Dredd volunteers to deliver the vaccine that will save Mega-City Two's last remaining inhabitants after a lethal plague. But first he and his crew have to get there - 1000 miles across the Cursed Earth, the lethal wasteland which separates the cities.

The critically-acclaimed and fan-lauded latest Judge Dredd tale which sent shockwaves through the universe and Mark Millar called "one of the best runs ever!" Everything is at stake and no-one is safe – in the critically-acclaimed storyline from Rob Williams and Henry Flint, Judge Dredd and his team of hand-picked allies finally takes on the nefarious Judge Smiley, Mega-City One's behind-the-scenes manipulator – but who will be left standing at the end? And with tensions with Chief Judge Hershey at breaking point, has Dredd finally met his match?

For over three decades, Carlos Ezquerra has been an influential and important artist in the world of comics. Together with John Wagner, he created Judge Dredd - one of the most endearing comic book characters ever. Now, 2000 AD have brought together the best of Carlos' modern work on both Judge Dredd and Cursed Earth Koburn in one volume. "Judge Chung sobbed, bitter tears running down her face. 'He killed them, all of them,' she said. 'Who killed them?' McGruder demanded. 'Dredd.'" Twenty Years ago, the Justice Department built an asylum called Erebus to house the surviving atrocities from early experiments with cloning, eugenics and psi enhancement. The inmates were grotesque, disfigured beyond belief. One of them was evil beyond imagining. Two weeks ago, Judge Dredd led a Hotdog Run into the Cursed Earth; the only survivor returned to accuse him of murder. Now a group of Judges is sent to find him and bring him back - alive or dead. Is Dredd a traitor? Perhaps the answer lies in Erebus, where the inmates have taken over the asylum, and madness is no longer just a state of mind.

Judge Joseph Dredd has tackled hardened killers and would-be revolutionaries, he's taken beat-downs and bounced back, he's even arrested his own brother. In his third year, he'll become embroiled in the growing anti-robot movement; he'll head back out to the Cursed Earth; and he'll fall afoul of the secretive SJS – and not for the last time...

As chaotic and violent as things can be in Mega-City One, it's all unicorns, ice cream, and rainbows compared to what you'll find beyond the outer walls... in the CURSED EARTH! In the wake of the devastation of 'The Long Fall,' Dredd is forced to lead a small team of Judges into the scariest stretch of irradiated wasteland to recover the very soul of the city,

which means, among other unsavory things, the Angel Gang! Collects issues #9-12.

As 2000AD and Judge Dredd celebrates its 40th birthday, Pat at last writes the definitive history of the Galaxy's Greatest Comic, and the turbulent, extraordinary and exciting events that shaped it. Plus the writers and artists who created the stories you love, and the real-life people and events they drew on for inspiration.

The birth of Judge Dredd's world is revealed. How America became a wasteland with two enormous Mega-Cities on each seaboard. How Judge Dredd himself came to be, and his first taste of dealing justice on the streets. Secrets will be revealed. The future will be forged. Justice will be served. An unusual delivery is made to the Grand Hall of Justice, a package that will force Judge Dredd to lead a mission into the Cursed Earth and into the darkest recesses of the history of the Judges and Mega-City One... Now in this much-anticipated Dredd epic, history is written by Dredd co-creators John Wagner (A History of Violence) and Carlos Ezquerra (Strontium Dog) with a special introductory tale featuring the art of Kev Walker.

Social Worker Curtis Banner has contempt for his clients and his job, but the world is changing around him.

R.I.P. JUDGE DREDD? Following the decimation of Mega-City One during Chaos Day, Judges from other 'friendly' Justice Departments have been brought in to strengthen the ranks and help maintain law and order on the streets. Amongst the newcomers is Fintan Joyce – son of a former Emerald Isle Judge, who teamed up with Judge Dredd in one of the most fondly remembered Dredd stories. Exploiting the Big Meg's weakened state, several groups have risen up against the Judges, including the Goblin King's Undercity army and a mutant group lead by the monstrous Thorn, who have been attacking Cursed Earth outposts. If things couldn't get any worse, Dredd has fallen foul of Brit-Cit and they want him in prison or on a slab... Have the odds finally stacked up enough to spell the end of Mega-City One's greatest lawman?

When Judge Dredd is sent to take over as chief of Sector House 301 in the isolated North-West Hab Zone, it is an unwelcome posting for him and his new charges.

As tensions rise between citizens of Mega-City One and immigrants from the Cursed Earth, wanted criminal Mathias Lincoln tries to figure out a way to alert the Justice Department to the nightmarish experiments in Dr. Filth's lab. The stakes ramp up in this timely new story from writer Brandon Easton (MARVEL ACTION: SPIDER-MAN, STAR TREK: YEAR FIVE) and artist Kei Zama (DEATH'S HEAD, TRANSFORMERS)!

For years he's been the law in Mega City One, but now it's time for Judge Dredd to bring justice to the rest of America. It's time for him to venture into the Cursed Earth. Featuring competitive, co-operative, and solo player modes and brand new, specially commissioned artwork, Judge Dredd: The Cursed Earth is an immersive sci-fi western in which players

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must lead a team of judges against dinosaurs, mutants, and the Cursed Earth itself in search of an object of immense power before it falls into the wrong hands. As they scour the wastelands, the team will encounter a host of iconic 2000AD characters that will push their resources and abilities to their limits. On an impossible journey through radioactive hell, can even the judges survive the Cursed Earth? Number of players:1-5 Age:14+ Playing Time:30-50 minutes

Components:50+ oversized cards, tokens & counters

This series presents all of future lawman Judge Dredd's adventures in chronological order.

**DIFFERENT CITY, SAME CREEPS!** On the anniversary of the Apocalypse War, ruthless future lawman Judge Dredd heads off-world to bring the rioting Luna-1 colony back under control. Using his unique brand of law enforcement, Judge Dredd is all that stands between millions of citizens and outright anarchy. But what have the vast MoonieCorp business empire and the Moon-U pirate radio station got to do with the trouble?

With his mechanical claw and head dial, which amps up his anger and aggression from Mean to Brutal, Mean Angel is one of Judge Dredd's toughest adversaries – a headbutting psychopath with a penchant for destruction! Born and raised in the Cursed Earth as a member of the notorious Angel gang, "Mean Angel" (aka the Mean Machine) is one of the most dangerous criminals to ever plague Judge Dredd's Mega-City One. With his mechanical claw and head dial, which amps up his anger and aggression from Mean to Brutal, Mean Angel is one of Judge Dredd's toughest adversaries – a headbutting psychopath with a penchant for destruction!

Collects the artist's work from the Judge Dredd comic books, including cover art, pin-ups, and one-page strips.

**DO NOT ADJUST YOUR REALITY. IT'S ALREADY BEEN WARPED!** From Pat Mills, creator of 2000AD and developer of Judge Dredd, comes **SPACEWARP**, a British Science Fiction comic of great NEW hero comic strips for the Science Fiction world we live in today. Featuring Special Forces One at war with Giant Viruses! Jurassic Punks versus Dinosaurs! Xecutioners authorized to terminate Aliens! Slayer - one Robot in a Galactic war against a million Space Knights. Hellbreaker escapes from Hell to punish the Living. Fu-tant - a terrifying school for Mutants! ?Space Cops! ?Mutant secret agents! ?Killer robots! ?Virus armies! ?Alien invaders! All interacting in a unique Spacewarp Universe! Inventive, action-packed, heartfelt, heroic, humorous, fast-paced and fantastic value for money - as only the Brits know how. Aimed at ordinary readers of all ages. **COMPLETE** in Phase One, so you don't wait for the next issue to find out what happens. Ready NOW for you to upload to your BRAIN. With **FREE** bonus story Future Schlock: **BRANDED!** and **EXTRAS** on [spacewarpcomic.com](http://spacewarpcomic.com). **SPACEWARP**: for Today's Science Fiction Readers!

**IN THE BATTLE FOR NU-EARTH, CHOOSING A SIDE IS NEVER STRAIGHTFORWARD.** In Rogue Trooper's universe, the battle for Nu-Earth dominates everything. The Greater Nordland Republic and the Souther Confederacy wage an endless war for control of a poisoned planet. Desperate for an edge, the Southerners have developed superhuman soldiers known as Genetic Infantrymen, or GIs, and thrown them against their enemy in the hopes of stalling the Norts' inexorable advance. Despite being outgunned and outnumbered, even a single GI can often be enough to turn the tide of a battle. Whether as an enlisted human or GI clone, it's time to join the Souther defence against the

