

Criminal Courts

Once a crime is committed the police begin an investigation and conduct interviews, discover evidence, determine the details of the crime and eventually identify those responsible.

The Crime Scene Investigation (2d6)

- 2 Police find overwhelming physical evidence at the scene of the crime demonstrating the involvement of one or more of the gang members. The police secure an arrest warrant. The PC must decide whether to turn him or herself in, or to evade the police.
- 3-5 Police find only circumstantial physical evidence at the crime scene and can only suspect involvement of one of the members of the gang. The suspects are asked to come in for police questioning. The police may also begin to monitor the movement and activities of the suspects. They are not under arrest.
- 6-12 No evidence was found at the crime scene. The police have no current suspects.

If the PC has no criminal record or is of high enough social status or politically connected, they will issue an invitation for questioning. In most societies the suspect can exercise his/her right to remain silent and request an attorney thus avoiding interrogation altogether. But if the PC has a criminal record and if enough physical evidence exists the investigator will go to a magistrate for an arrest warrant. They will then attempt to serve the warrant by arresting the PC.

Arrest warrants can be used in one of two ways: (1) to arrest a suspect to prosecute for a specific crime as long as enough physical evidence or witness testimony is present, or (2) to require that a suspect be made available for police interrogation whether evidence exists. If the interrogation does not result in a confession or incriminating information being offered, the suspect is released and the arrest warrant revoked. If an arrest warrant has been issued the PC may elect to either turn himself in for questioning, or evade arrest and be further charged with flight to avoid prosecution. Once an arrest warrant is issued an All Points Bulletin (APB) is provided to all law enforcement agencies. Posters are placed at all air and space ports, ferry, rail or bus terminals and at all state and national border crossings. The name of the PC is also added to the national or planetary wants & warrants database.

Note: If physical evidence is found it does not mean that such evidence will ultimately be presented at trial. Between the time of the crime and the trial new evidence may be found and old evidence lost or contaminated.

Witnesses (2d6)

- 2 During a police lineup a witness picks out one or more of the CMs as being involved in the crime. Those picked out are interrogated.
- 3-9 A confidential informant, jail-house snitch, unidentified phone tipster or an undercover agent has provided information implicating one or more of the CM in the crime. Those accused are immediately arrested, or an arrest warrant issued.
- 10-12 No witness has come forth implicating anyone in any crime. The police have no current suspects!

Note: If witnesses are found it does not mean that they will be used at trial. Between the time of the crime and the trial some witnesses may disappear or die and new ones may be found.

Police Interrogations (2d6)
(Once the suspect is in police custody)

- 2 The law enforcement agency assigned to the case has a poor reputation within law enforcement circles. In the past it has been accused of mistreating suspects and violating their civil rights, making assumptions that a suspect is guilty without conducting a full investigation, involved in the manufacturing of or tampering with physical evidence, creating, coaching or intimidating witnesses to testify against suspects, and outright ignoring evidence that might prove a suspect innocent. The interrogators use all forms of intimidation, threats, physical violence, trickery and outright lies hoping that the suspect confesses or reveals incriminating information. Whether witnesses or evidence exist the police arrest the PC.
- 3-5 The law enforcement agency investigating the crime is well known for its professionalism and sense of fairness. Their investigators are generally well trained and operate within the confines of the law. The suspect lets slip a piece of incriminating information during interrogation. On a roll of 6 or less (using 2d6) the suspect is arrested.
- 6-12 The law enforcement agency investigating the crime is among the best anywhere. They may suspect the PC was involved in the crime but the interrogation revealed nothing. The PC is released!

Note: If incriminating information from an interrogation is made that does not mean that such statements will be used at trial. Between the time of the crime and the trial evidence may have changed, been lost or destroyed or new evidence may appear.

Arraignment Hearing

If the PC has been arrested, the next step is arraignment. Taken before a magistrate the criminal charges against the PC are read aloud. The magistrate determines if the PC has an attorney and if not appoints a public defender to represent him/her.. Once the PC has consulted with his/her attorney, a plea of “not guilty” will be entered. The magistrate decides on the amount of bail, or in violent cases may remand the PC into custody to await a trial date.

Bail (2d6)

	Misdemeanor Crime	Felony Crime	High Crime
2	Remanded into Custody	Remanded into Custody	Remanded into Custody
3	2,500,000 ICrs	Remanded into Custody	Remanded into Custody
4	1,000,000 ICrs	Remanded into Custody	Remanded into Custody
5	750,000 ICrs	Remanded into Custody	Remanded into Custody
6	500,000 ICrs	Remanded into Custody	Remanded into Custody
7	250,000 ICrs	2,500,000 ICrs	Remanded into Custody
8	100,000 ICrs	2,000,000 ICrs	Remanded into Custody
9	50,000 ICrs	1,500,000 ICrs	Remanded into Custody
10	30,000 ICrs	1,000,000 ICrs	Remanded into Custody
11	20,000 ICrs	500,000 ICrs	Remanded into Custody
12	10,000 ICrs	250,000 ICrs	Remanded into Custody

The PC must surrender his/her Passport and the magistrate orders a lien placed against their personal finances (bank accounts, real estate holdings, investment portfolio, etc.). While on bail the PC may escape to another planet or subsector but if they forfeit their property or money.

Charges (1d6)

(Roll 1d6 for the number of criminal charges filed)

1d6 in new charges are filed by the prosecutor against the defendant. If the original charge was a misdemeanor these will also be misdemeanors. If felonies these will also be felonies. The gamemaster will select the other charges using the crimes module.

Special Circumstances (2d6)

(Roll once for each arrest)

The PC may refuse any of these offers and proceed to trial:

- 2 Plea Bargain Offered (3/4 of maximum sentence plus drop all charges except original)*
- 3 Plea Bargain Offered (1/2 of maximum sentence plus drop all charges except original)*
- 4 Plea Bargain Offered (1/4 of maximum sentence plus drop all charges except original)*
- 5 Immunity Offered** (No Prosecution)
- 6 Immunity Offered** (No Prosecution)
- 7 Immunity Offered** (No Prosecution)
- 8 Critical Evidence Compromised —
Prosecutor Drops Charges (No Prosecution)
- 9 Critical Witness Missing —
Prosecutor Drops Charges (No Prosecution)
- 10 PCs Rights Violated —
Judge Orders Case Thrown Out (No Prosecution)
- 11 Amnesty Offered***
- 12 Amnesty Offered***

* In a conference held between the prosecutor and the PC, along with his or her defense counsel, a plea bargaining is offered. Trials are time consuming and costly to the government and if an arrangement can be worked out where the PC pleads guilty to a lesser charge in exchange for a lesser sentence it's generally considered better for everyone. If the PC takes the deal, the judge approves the arrangement. The conditions imposed would include that PC cooperate totally with the prosecutor and admit their role in the crime, name others involved and testify against them and also tell the location of any remaining loot. Keep in mind that if the PC rats on his or her crew they will never trust him/her again, and in some cases, will contract a "hit" on the PCs life. If the PC rejects the plea the case proceeds to trial.

** Conditions are that the PC must cooperate totally with the prosecutor and admit their role in the crime, name others involved and testify against them and tell the location of the remaining loot or contraband and they will receive no conviction or jail time. If they do not the immunity is withdrawn and the case goes to trial.

*** Conditions are that the PC must work for law enforcement and go to prison for 1d6 years as a paid undercover operative and get close to and report on specific inmates. Afterwards the PCs criminal record will be purged and amnesty will apply to all previous crimes. If the PC rejects the deal the case goes to trial.

The Prosecutor (2d6)

Generally, cases are prosecuted by city attorneys (CAs) or their assistants (CAAs), county district attorneys (DAs) or their assistants (ADAs), state or national attorney generals (AGs) or their assistants (AGAs), planetary solicitor generals (SGs) or their assistants (ASGs), Colonial Authority prosecutor generals (PGs) or their assistants (APGs) or Imperial advocate general (IAGs) or their deputy Imperial advocate general (DAGs).

Roll to determine the prosecutors skill level in Persuasion and Criminal Codes. Persuasion is the means in which the prosecutor convinces a judge or jury of the guilt of the accused. Criminal Codes is the prosecutor's knowledge of criminal case law, the rules of evidence, court procedures and how to draft and file criminal complaints, subpoenas, motions or other court documents or procedures and determine the best legal strategy. The prosecutor's skill levels in Persuasion and Criminal Codes will be variables in the Verdict roll.

Roll separately for Persuasion and Criminal Codes.

2-4	Skill Level 5
5-7	Skill Level 4
8-10	Skill Level 3
11-12	Skill Level 2

Each skill level in Persuasion and Criminal Codes will receive a +1 to the Verdict roll.

Also roll for the prosecution's Intelligence (1d6+6).

If their intelligence is 9-10 the DM is +1 and if it's 11+ the DM is +2.

These will also be added to the Verdict roll.

The Defense Attorney (2d6)

Defense counsel is extremely important in assisting the PC to prove his innocence or minimize his sentence if found guilty. There are three levels of expertise for defense counsels: (1) the public defender, (2) an experienced private defense attorney and (3) a top gun legal defense team. The difference is skill and costs.

Roll to determine the defense counsels skill level in Persuasion. Persuasion is the means in which the defense counsel convinces a judge or jury that the accused is innocent. Criminal Codes is the defense attorneys knowledge of criminal case law, the rules of evidence, court procedures and how to file briefs, affidavits, motions or other court documents or procedures and determine the best legal strategy. The defense counsels skill levels in Persuasion and Criminal Codes are variables in the Verdict roll.

A public defender is provided by the state free of charge.

They're generally inexperienced and over-worked.

Roll separately for Persuasion and Criminal Codes.

2	Skill Level 1
3-7	Skill Level 2
8-12	Skill Level 3

An experienced private defense attorney*
will cost 10,000 imperial credits per skill level:
Roll separately for Persuasion and Criminal Codes.

2	Skill Level 2
3-7	Skill Level 3
8-11	Skill Level 4
12	Skill Level 5

* In order to hire a private defense attorney the
PC must be able to pay 25,000 ICrs up front as a retainer

A top gun legal defense team**
will cost 25,000 imperial credits per skill level:
Roll separately for Persuasion and Criminal Codes.

2-4	Skill Level 3
5-9	Skill Level 4
10-12	Skill Level 5

** In order to hire a top gun legal defense team the PC must
be able to pay 100,000 ICrs up front as a retainer

Each skill level in Persuasion and Criminal Codes is used as a -1 on the Verdict roll.

Also roll for the defense counsels Intelligence (1d6+6).

If their intelligence is 9-10 the DM is -1 and if it's 11+ the DM is -2.

The Judge (2d6)

The judge controls what goes on during a trial and his attitude towards the defendant and the case is critical in finding one guilty or not guilty, and if guilty, in sentencing. Roll to determine if the judge is honest or corrupt. An honest judge will reject a bribe, charges the attorney with bribery which may have a negative effect on the defendant. A corrupt judge will accept the bribe (if it's the proper amount), find ways of sabotaging the trial and eventually find the defendant not guilty or dismiss the case all together. Roll to determine if the judge accepts the bribe. This process can be accomplished through an intermediate, such as a crime boss or corrupt attorney. But be careful!

- 2 The police have been conducting a bribery investigation against the judge and before the trial ends the judge is arrested and the PC and his attorney will now be charged with bribery and lose any bribe money delivered to the judge. A new judge will be appointed and a new trial will convene.
- 3-9 The judge is a paragon of honesty and integrity and turns in the bribe.
- 10-12 The judge is corrupt and accepts a bribe in the amount of 2d6 x 10,000 ICrs. In this instance the judge will hear the case alone (no jury trial), and will eventually rule the PC not guilty of the crime.

If the judge cannot be bribed the PC must decide whether he or she wants a jury trial. Keep in mind that juries are not allowed in high crimes. Trials by judge alone will be more objective and less emotional. Juries are much more subjective and emotional in their opinions and beliefs and therefore much easier for the defense counsel to manipulate.

Prosecution Witnesses (2d6)

Roll 1d6 to determine the actual number of prosecution witnesses to be presented. Witnesses could include official witnesses (case detectives, police officers, undercover agents), eye-witnesses, corroborative witnesses (persons who observed the PC doing something or purchasing an item later found at the crime scene or on their person) and questionable witnesses (co-conspirators, uncooperative witnesses, confidential informants, former cellmates or jail-house snitches).

Roll below to determine the quality and impact of each witnesses testimony:

- 2 Witness testimony was overwhelming against the PC. This could be include a confession given by the PC or an eye-witness to the crime. (The prosecution receives a DM of +3 added to the Verdict Roll).
- 3-5 Witness testimony was circumstantial, but the witness was creditable. (The prosecution receives a DM of +1 to the Verdict Roll).
- 6-8 Witness testimony had no real impact upon the judge or jury.
- 9-11 Cross examination witnesses raised serious questions about their creditability. (The defense receives a DM of -1 to the Verdict Roll).
- 12 Witness testimony during cross examination was discredited. (The defense receives a DM of -3 to the Verdict Roll).

Defense Witnesses (2d6)

Roll 1d6 to determine the actual number of defense witnesses to be presented. Witnesses could include alibi witnesses (persons who place the PC at another location at the time of the crime) or rebuttal witnesses (persons who directly disputes one of the prosecution witnesses). Roll below to determine the quality and impact of each witness:

- 2 Witness testimony was discredited during cross examination. (The prosecution receives a DM of +3 to the Verdict Roll).
- 3-5 Witness testimony during cross examination raised serious questions. (The prosecution receives a DM of +1 to the Verdict Roll).
- 6-8 Witness testimony had no real impact upon the judge or jury.
- 9-11 Witness testimony was circumstantially favorable to the PC. (The defense receives a DM of -1 to the Verdict Roll).
- 12 Witness testimony was overwhelmingly favorable to the PC. (The defense receives a DM of -3 added to the Verdict Roll).

Expert Witnesses (2d6)

Roll 1d6 to determine the actual number of expert witnesses to be presented. They could include medical examiners, forensic pathologist, forensic examiners, police laboratory personnel, psychologist or psychiatrist.

Roll below to determine the quality and impact of each witnesses testimony These witnesses can be presented by either the prosecution or the defense:

- 2 Witness testimony was overwhelming against the PC. (The prosecution receives a DM of +3 added to the Verdict Roll).
- 3-5 Witness testimony was circumstantial but the witness was creditable. (The prosecution receives a DM of +1 to the Verdict Roll).
- 6-8 Witness testimony had no impact upon the judge or jury.

- 9-11 Witness testimony during cross examination raised serious questions. (The defense receives a DM of -1 to the Verdict Roll).
- 12 Witness testimony was discredited by cross examination. (The defense receives a DM of -3 to the Verdict Roll).

Physical Evidence (2d6)

Roll 1d6 for the total number of exhibits the prosecution will enter into evidence. This may or may not correspond to the initial physical evidence found at the crime scene. Roll for the creditability for each exhibit.

- 2 The physical evidence was overwhelming in implicating the PC in the crime. (The prosecutor receives a DM of +3 added to the Verdict Roll).
- 3-5 The physical evidence was circumstantial in implicating the PC in the crime. (The prosecutor receives a DM of +1 added to the Verdict Roll).
- 6-8 The physical evidence had no impact upon the judge or jury.
- 9-11 The physical evidence was shown to be in doubt. The evidence chain of custody was broken. (The defense receives a DM of -1 to the Verdict Roll).
- 12 The physical evidence was totally discredited. The evidence was shown to be planted or tampered with. (The defense receives a DM of -3 to the Verdict Roll).

The Defendant's Testimony (2d6)

The PC's testimony is optional, but without explanation it can negatively affect the jury's opinion.

- 2 The PC testified and the prosecution successfully showed that he or she is clearly guilty. (The prosecution receives a DM of +3 to the Verdict roll)
- 3-5 The PC does not testify on advice of counsel. The jury draws the conclusion that he has something to hide. (The prosecution receives a DM of +1 added to the Verdict roll).
- 6-8 The PC's testimony had no real impact upon the judge or jury.
- 9-11 The PC testifies and successfully conveys his or her innocence. (The defense receives a DM of -1 to the Verdict roll).
- 12 The PC testifies and the jury really likes the defendant's personality and believes that he or she is telling the truth and therefore innocent. (The defense receives a DM of -3 to the Verdict roll).

Uniqueness of Judge or Jury (2d6)

- 2 Jury either loves the prosecutor or hates the defendant (DM of +3)
- 3-5 Jury either likes the prosecutor or dislikes the defendant (DM of +1)
- 6-8 Jury is neutral
- 9-11 Jury either dislikes the prosecutor or likes the defendant (DM of -1)
- 12 Jury either hates the prosecutor or loves the defendant (DM of -3)

Other Factors That Can Affect a Verdict Roll

(The gamemaster may introduce any of these factors if they apply)

The Defendant (Outrageous Courtroom Behavior, Charisma, Appearance)

The Defense Attorney (Outrageous Courtroom Behavior, Appearance, Charisma, Poor Preparation)

The Prosecuting Attorney (Outrageous Courtroom Behavior, Appearance, Charisma)

The Jury (Jury Tampering, Outrageous Courtroom Behavior)

The Crime & Victim (Degree or Heinousness of the Crime (i.e., torture or extreme violence, mass murder, terrorism, etc.), Victim's Age & Sex, the Relationship between Victim and Perpetrator)

The Physical Evidence (Problems with Crime Lab Certification / Chain of Custody of the Evidence)

The Body of the Victim (Reputation of Medical Examiner / Poor Handling of the Body)
 The Police Interrogation / Confession (Lack of Miranda Warning / Video-Taped Confession / Police Physical Abuse / Police Tricked or Lied to Suspect / Witnesses Were Harassed or Intimidated by Police into Testifying)
 The Police Investigation (Flawed Initial Response / Bad Behavior of Police at the Crime Scene / Bad Behavior of Police towards the Suspect / Community Reputation of Police)
 Defense Strategy (The PC may use any of the following: in sexual assault/rape cases: Consent of the Victim (victim agreed to sex); or, in the case of murder: self-defense (it was kill or be killed); accidental death (no one was at fault); entrapment (the police setup the PC); alibi (PC was somewhere else at the time of the crime), mistaken identify (another person that looked similar to the PC actually did the crime); necessity (the PC had to commit the crime in order to prevent committing a greater crime); duress (the PC was forced to commit the crime based upon fear of serious injury or death); insanity or diminished capacity (not competent at the time of the crime due to mental illness or the influence of drugs or alcohol); double jeopardy (the crime was already tried and the PC was proven not guilty); or jury nullification.)
 Media Publicity / Prejudicial Public Climate
 Political Influences (Prominent family or major celebrity is involved either as the victim or as a witness)
 Personal Bias of Judge or Jurors (Questions regarding race, ethnicity, religion, nationality, sex, public reputation)

Verdict Roll (2d6 + DMs)

The trial has concluded and the judge or jury deliberates to reach a verdict. Using a base roll of 7 add or subtract the appropriate DMs to decide if the PC is “guilty” or “not guilty” of the crime.

The DMs for the Prosecutor (their skill level in Persuasion; Criminal Codes, Intelligence)
 The DMs for the Defense Counsel (their skill level in Persuasion; Criminal Codes, Intelligence)
 The DMs for Each Prosecution and Defense Witnesses
 The DMs for Each Expert Witnesses
 The DMs for Each Physical Evidence Exhibits
 The DMs for the Defendant’s Testimony (if given)
 Other DM’s (as applied by the gamemaster)
 Unique of the judge or jury

Example: The Prosecutor rolls a skill DM of +3 in Persuasion and a DM of +2 in Criminal Codes. Roll 1d6+6 for the prosecutors intelligence (resulting in 11 giving him another DM of +2). All together: +3, +2, +2 = DM of +7 for the prosecutor.

The Defense Counsel rolls a skill DM of +4 in Persuasion and a DM of +2 in Criminal Codes. Roll 1d6+6 for the defense counsels intelligence (resulting in 10, giving him another DM of +1). All together: +4, +2, +1 = DM of -7 for the defense attorney.

Before the trial begins the Prosecutor has +7 DMs and the Defense Counsel has -7 DMs, resulting in no advantage for either side. (DMs of +7 and -7 = 0 advantage)

The prosecutor presents 2 witnesses (DMs of +3 and -3 = 0 advantage).

The defense presents 4 witnesses (DM of -3,+1, +3 and +1 = 0 advantage).

Two expert witnesses are presented (DM of -3 and +3 = 0 advantage).

There are 7 evidence exhibits (DMs of -1, -3, +1, +3, 0, 0 and +1, or -4 and +4 = 0 advantage).

The defendant testifies (DM of +1). Finally an advantage of -1 for the defense.

The jury was neutral and no DM's were added or subtracted.

The GM decides that two more rolls are in order. The conduct of the police during interrogation. The gamemaster roll a -1 DM. Pre-trial publicity has an effect on the case and the gamemaster rolls a DM of +3.

The defense has a total of -2 DMs on the Verdict Roll. The prosecutor has +3 DMs. The base difficulty roll of 7+ for not guilty is lowered and the actual roll of 8+ is needed by the PC. If the verdict is guilty roll below on the appropriate jurisdictional sentencing tables.

Jurisdictional Sentencing (2d6)

High Crimes (Imperial)	
2	Death Penalty — Assigned to a Penal Colony
3	Death Penalty — Assigned to a Penal Colony
4	Death Penalty — Assigned to a Penal Colony
5	Life Imprisonment without Parole — Assigned to a Prison World
6	Life Imprisonment without Parole — Assigned to a Prison World
7	Life Imprisonment without Parole — Assigned to a Prison World
8	5d6 Years — Assigned to a Colonial Confinement Center
9	4d6 Years — Assigned to a Colonial Confinement Center
10	3d6 Years — Assigned to a Colonial Confinement Center
11	2d6 Years — Assigned to a Colonial Confinement Center
12	1d6 Years — Assigned to a Colonial Confinement Center

Felony Crimes (Planet / National / State)	
2	Life Imprisonment without Parole — Penal Colony
3	6d6 Years in a Penal Colony
4	5d6 Years in a Penitentiary
5	4d6 Years in a Penitentiary
6	3d6 Years in a Prison
7	2d6 Years in a Prison
8	1d6 Years in a Detention Center
9	3 Years in a Detention Center
10	2d6 Months in Jail
11	1d6 Months in Jail
12	1d6 Years of Probation with Community Service

Misdemeanor Crimes (Planet / National / State)	
2	3 Years in a Detention Center
3	2 Years in a Detention Center
4	1 Year in a Detention Center
5	2d6 Months in a County Jail
6	2d6 Months in a County Jail
7	1d6 Months in a County Jail
8	1d6 Months in a County Jail
9	2 Months in a County Jail
10	1 Month in a County Jail
11	Probation with Community Service
12	Probation with Community Service