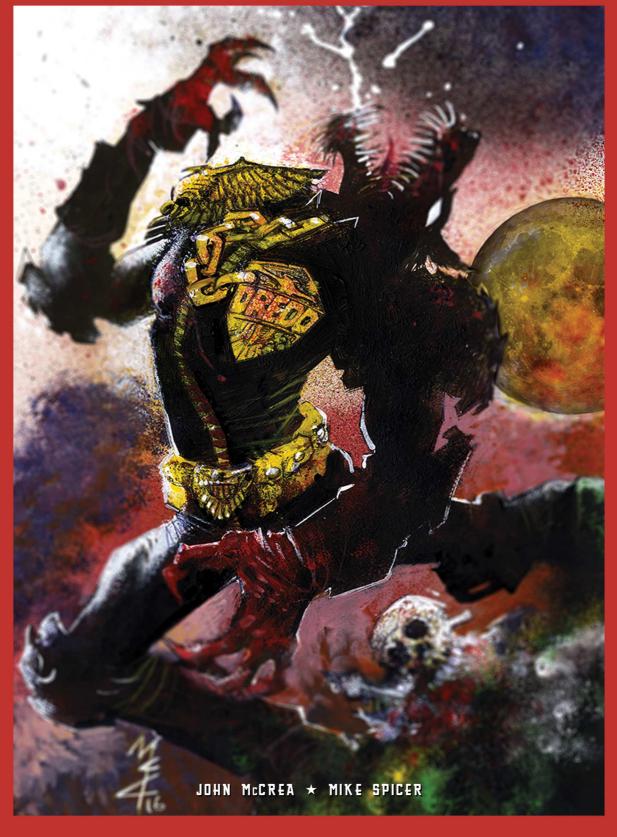


# TEVIATIONS TEVIATIONS





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# WHY I CHOSE THIS MOMENT TO DEVIATE

It's old stony face vs. howling hairy fangs!

Emerging from the dreaded Undercity lurking beneath Mega-City One, a pack of werewolves cause mayhem on the hapless populace until they collide with the world's toughest lawman, Judge Dredd!

Dredd takes the cure into the Undercity to find and neutralize the source of the wolves, a radioactive substance called Cassidium, which causes the mutation.

He succeeds, destroying the werewolf pack along with it, but in the process Dredd's bitten by the pack leader, the White Wolf.

Infected, Dredd transforms, but is then caught and returned to the surface world by Judge Prager, who took the Long Walk into the Undercity four years ago. A Mega-City scientist Cassidy then cures Dredd.

This is where my story deviates from the original.\*

When Denton J. Tipton, the eminent editor of *Judge Dredd*, asked me to write a deviation of any story from Dredd history, this epic is the first that sprang to mind. When I was 17 and read it for the first time, Steve Dillon's stunning visuals seared the story into my tiny mind! I hope he, John Wagner, and Alan Grant can forgive me for screwing with their classic story.

Now let the Deviation begin...

-JOHN McCREA



<sup>\*</sup>To read the original from 2000 AD Progs #322-328, pick up Judge Dredd: Cry of the Werewolf out today from IDW Publishing.



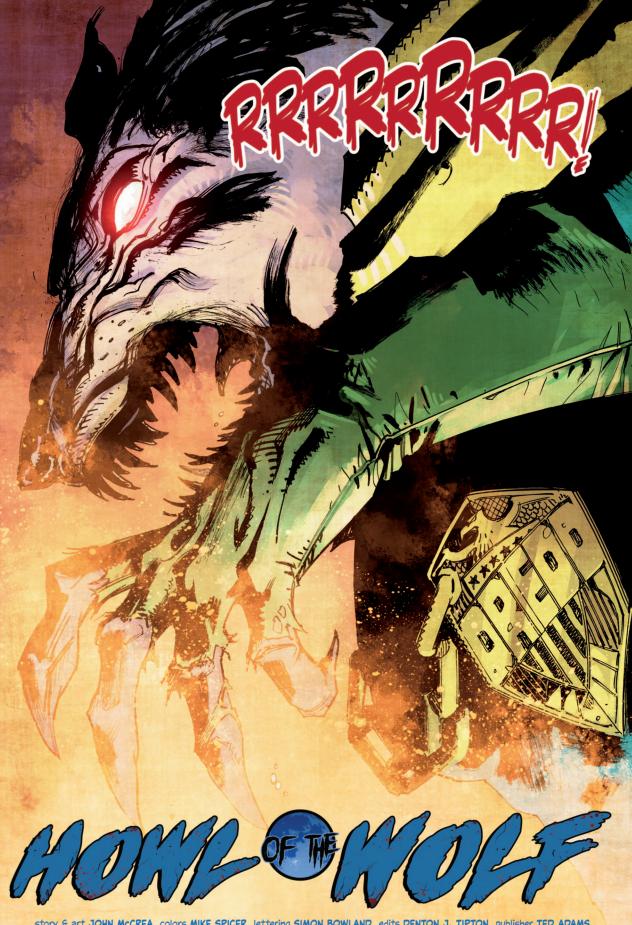












story & art JOHN McCREA colors MIKE SPICER lettering SIMON BOWLAND edits DENTON J. TIPTON publisher TED ADAMS

Judge Dredd created by JOHN WAGNER and CARLOS EZQUERRA







































GUARDIANS UNITE FOR FERALS' PROTEST AGAINST CIT HALL FOR INHUMANE CAPTURE OF NEWS SENSATION OREDOWOLF!



DE JUDGE DREDD TRANSFORMED INTO A WOLF TAKES MEGA-CITY BY STORM.



































### **AFTERWORD**

I'm writing this the day after Steve's death. Steve had been ill but was well on the road to recovery, and this is a crushing blow to his friends, the comics industry and, especially, his family. We are all completely shocked by his passing.

This story was meant as a tribute to Steve, Alan, and John and to one of my favourite stories in the Dredd canon.

Now it is a memorial to my friend, all-around good bloke and terrific artist, Mr. Steve Dillon.

Steve, here's to you, fella.

- JOHN McCREA Cheshire, 21/10/16



## "PROCEDURAL JUSTICE"

Let's take a special look into the proper procedures of producing a comic book.

It all starts with the script by John McCrea.

### Page 11 Panel 1 Dredd sets the citizen down on solid ground, still frightened he never the less sees Dredd's badge and is surprised. 1 Citizen J-JUDGE...? DREDD? 2 Dredd RRRR... 3 Judge (from off) FREEZE, DREDD! Panel 2 Dreddwolf is surrounded by Judges aiming guns, and Anderson. Citizens cower behind him, he is shielding them. 4 Judge DROP THE CITIZEN, BIG GUY! 5 Anderson EASY, DREDDWOLF, NOBODY WANTS TO HURT YOU. 6 Anderson 'SPECIALLY SINCE YOU SEEM TO HAVE SAVED ALL THOSE GOOD THEATRE FOLKS. Panel 3 View past one of Dredd's clawed hands at the theatre folk speaking out. IT'S...TRUE! HE STOPPED HEINZ... ALL OF US WOULD HAVE BEEN DEAD. Panel 4 Close on Anderson, with Judges Crosse and Blackwell flanking her. 8 Anderson OKAY, JOE, LEMME HAVE A LOOK IN THE OL' GREY MATTER THERE, HUH?

Panel 5

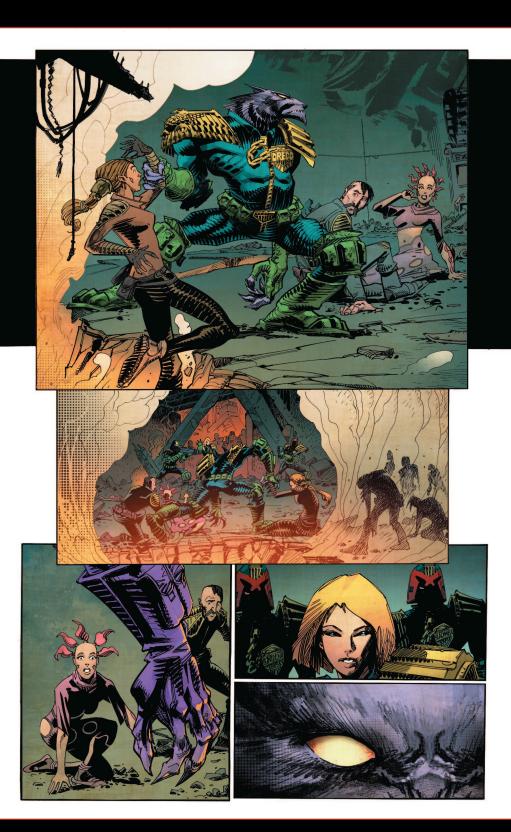
9 Dredd RRRRRRR?

Extreme close up on Dreddwolf's eyes.

### Next comes the page roughs by **John McCrea**.



DIEDD DEVIATIONS PAGE (11)





11 of 24
IDW PUBLISHING
FOR DENTON

# **JUDGE DREDD: DEVIATIONS**

SIMON BOWLAND Lettering & design



# FROM THE PUBLISHER'S DESK by Ted Adams



I've got another fun creator-owned series to tell you about this month—*Helena Crash* by artist, Warwick Johnson Cadwell, and writer, Fabian Rangel, Jr., with lettering by Ironbark. In a world where coffee has been outlawed and old technology is highly coveted, Helena Crash is the woman who can get you whatever you want—as long as you're willing to meet her price.

TA: Fabian, I love the mix of old technology and new technology in Helena Crash — one of my favorite scenes in the first couple of Helena issues is getting an order from a client on a phone that projects a holographic image where she gets sent on a mission to a find an old-school VHS tape. The whole world

FR: These days, it

is so fun and unique—aliens and gorillas mixing with humans, bad guys wearing Mexican wrestling masks, cool race cars, and more—that I don't know where to start. So, let's start at the beginning. How did you and Warwick meet?

FR: Glad to hear you dig the world of Helena Crash! Warwick and I have had the best time filling it with all of our favorite things. I became aware of Warwick after he did a pin-up for Space Riders, and started following him on social media. It didn't take long after that for me to hit him up asking to collaborate. His work is really inspiring.

TA: What other work have you done before Helena Crash?

FR: It's safe to say the comic I'm most known for is Space Riders with Alexis Ziritt, and before that, a comic I did with Ryan Cody called Doc Unknown that I ran a few Kickstarters for. I also wrote an issue of Jim Henson's The Storyteller, the Lucha Underground comics for El Rey, and I did a back-up story in TMNT: Amazing Adventures.

WJC: I did a 4 issue run on *Tank Girl* a few years ago and more recently in the multi-artist 21st Century Tank Girl, both for Titan Comics. I have worked with UK publishers Blank Slate and Self Made Hero and made small press and independently published comics like *Dangeritis* and *The Marionette Unit*. I've also done animation design for Aardman, Laika and Nickelodeon.

TA: What's your work process?

awesome artist to work with, and letting their art inspire the start of a story — whether that means a genre, or a character, or a setting. I don't even think of something new anymore until I know who I'm working with. Other elements include drinking lots of coffee, listening to movie or TV show scores on vinyl, and staring at the toy collection in my office. After that, it's filling notebooks and scripting. I also keep a big whiteboard on the wall that has everything I need to write in red.

**WJC**: My work process is like a hurricane. Not that it's an epic force of nature, commanding awe and respect, but more that it's a giant, messy, unpredictable event that I find impossible to steer. In the middle though, there is a short moment of sweet clarity and that's where the work gets done.

**TA**: Warwick, I see a little bit of Paul Pope and Jim Mahfood in your art and storytelling—high praise intended. Who inspires you? Any particular books, movies, or music that you look to for inspiration?



**WJC**: Well those two for a start. There are loads though. Mike Mignola, Mick McMahon, Kevin O'Neill, Duncan Fegredo. Then Frazetta, N.C. Wyeth, Kuniyoshi. Then Sergio Leone, Steven Spielberg, Genndy Tartakovsky. I've started listing and the problem is that I'll need to leave everyone else out. Anyone making stuff with love and care, that's what is inspiring.

**TA**: Anything else you'd like to tell our readers?

**FR**: If you like coffee, *Mad Max* style car battles, the thrill of collecting, larger than life characters doing battle in a city populated by aliens, mutants, robots, and monsters, then you should be reading *Helena Crash*.

WJC: Helena Crash's town is an incredible place to be.

Dodging fists, katanas, machetes and ray guns.

Fabian Rangel Jr. knows his stuff. This book is so much fun, with a capital "F" written in bullet holes on the side of your favourite gangsters car.

Thanks, guys. Next month,

Thanks, guys. Next month, I'll be talking with the creators of *Night Owl Society*, James Venhaus and Pius Bak.

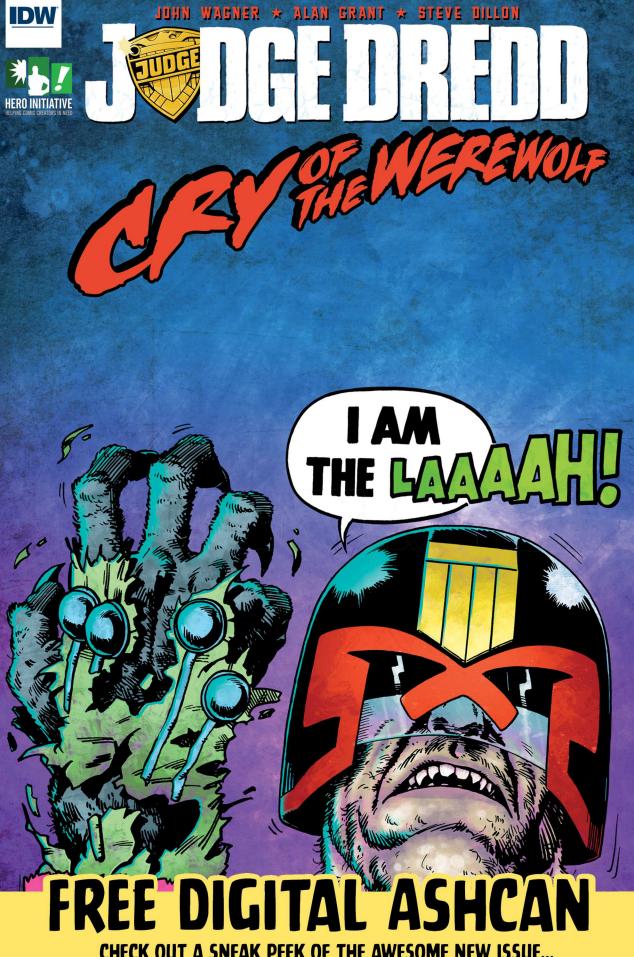




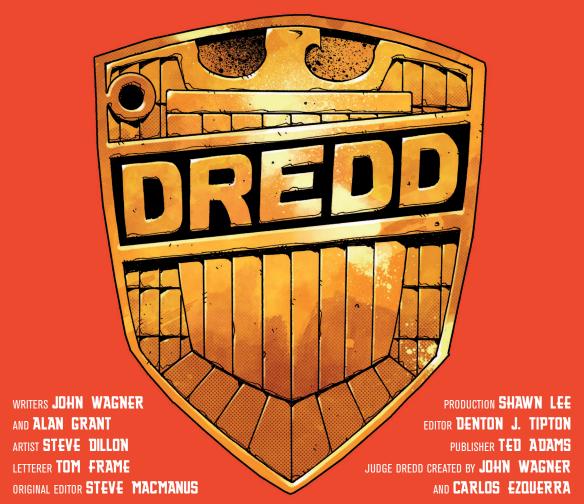








CHECK OUT A SNEAK PEEK OF THE AWESOME NEW ISSUE...



ORIGINALLY SERIALIZED IN 2000 AT PROGS 322-328.

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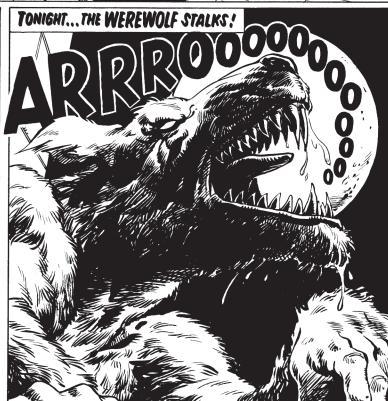




























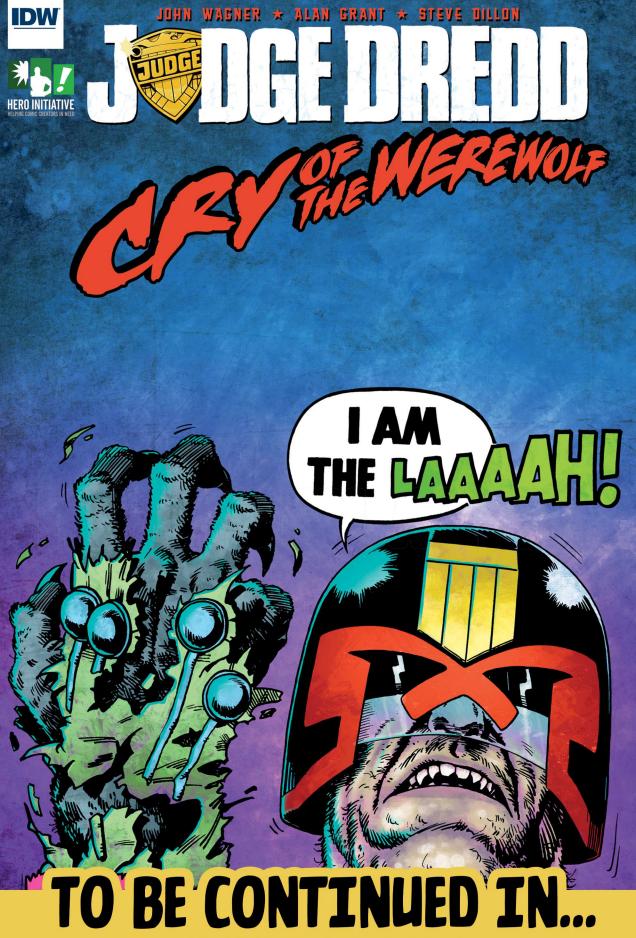












**JUDGE DREDD: CRY OF THE WEREWOLF**