

JOCK ★ ANDY DIGGLE ★ HENRY FLINT ★ ROB WILLIAMS ★ SIMON COLEBY



MEGA-CITY UNDER COYER

ANDY DIGGLE ★ ROB WILLIAMS

Writer

JOCK ★ HENRY FLINT ★ SIMON COLEBY

Artists

JOCK

Cover Artist

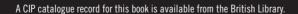


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Graphic Novels Editor: Jonathan Oliver Designer: Luke Preece Original Commissioning Editors: Andy Diggle, David Bishop and Matt Smith

Originally serialised in the *Judge Dredd Megazine* 3.68, 4.01-4.02, 4.14-4.15 and *2000 AD* Progs 1386-1399, 1425-1428, 2006, 1484-1490 and 1521-1524 Copyright © 2000, 2001, 2002, 2004, 2005, 2006, 2007 and 2008 Rebellion A/S. All Rights Reserved. Lenny Zero and Low Life and all related characters, their distinctive likenesses and related elements featured in this publication are trademarks of Rebellion A/S. *2000 AD* is a registered trademark. The stories, characters and incidents featured in this publication are entirely fictional

Published by Rebellion, Riverside House, Osney Mead, Oxford OX2 OES www.rebellion.co.uk



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MEGA-CITY UNDER COVER

INTRODUCTION LENNY ZERO

I've always had a bit of a problem with 'received wisdom.' If you always do what you've always done, you'll only get what you've always had, right? When I started as a lowly assistant-editor at 2000 AD back in 1997, the received wisdom was that editorial staff shouldn't be allowed to write for the comic. This was a bit of a drag, to say the least, as I'd always wanted to write comics, and had been gearing up to start inundating David Bishop with Future Shocks when I unexpectedly landed an editorial role. I suddenly found myself working right at the heart of the Galaxy's Greatest Comic — and I was the only guy in the world who wasn't allowed to pitch stories for it. Frustrating much?

Doubly frustrating was the knowledge that just about every previous editor had written (and rewritten) for the comic. At one point in the early 90s, yet another editor (who shall remain nameless) was writing over half of 2000 AD himself - albeit under a variety of pseudonyms. As a result, the quality nosedived – and so did the sales figures. And that goes to the very heart of David Bishop's edict that editorial staff should not write for the comic: quality control. It's hard to be objective about the quality of your own work. The best writers have a sort of 'internal editor' in their heads that tells them when the writing isn't up to scratch, and prevents them from turning in substandard work. John Wagner certainly has one; I remember at least one instance where he sat on a six-page Judge Dredd script because, in his own opinion, it simply didn't make the grade. But that didn't stop me champing at the bit. I was hungry enough, and arrogant enough, to think I had what it took.

By the point I became the *Meg*'s editor, the editorial budget had been slashed to the point where it mostly had to be bulked out with reprint. But the 10th anniversary issue was looming on the horizon, and I wanted to make it something special. Maybe I couldn't afford to fill the issue with allnew material from A-list creative talent, but I could at least hire an A-list cover artist. And hey, I've always been a big Frank Miller fan.

I was amazed when he agreed to do it; all I had to do was figure out how I was going to pay for it. Fortunately, I had a cunning plan. If I wrote a 10-page story, unpaid, for a previous issue, I'd save a chunk of editorial budget which I could put towards the cover. I even had this idea for a story I thought would be perfect; a twisty little Mega-City crime

caper called Lenny Zero...

But there was still that nagging little voice of doubt at the back of my mind. What if my script sucked, and I was just too close to see it? I needed an objective opinion. So I sent my *Lenny Zero* script to a few writers who were well enough established that they wouldn't be afraid to give me some honest criticism. When John Wagner told me he liked my dialogue, I was walking on air. But I still couldn't be sure they weren't simply telling me what I wanted to hear, just in case I turned out to be the kind of editor who loves to hold a grudge.

So as a last-minute quality-control test, I took my name off the script and ran it past Steve MacManus. When Steve gave it an enthusiastic thumbs up, I figured it was time to publish and be damned. All I had to do then was find an artist to draw it. There was this one guy whose artwork practically jumped out of the submissions pile. I'd already been waving his art samples under Bishop's nose for a while, to no avail. Now that I was my own boss, why not give this new guy a crack at it...? He went by the name of Jock.

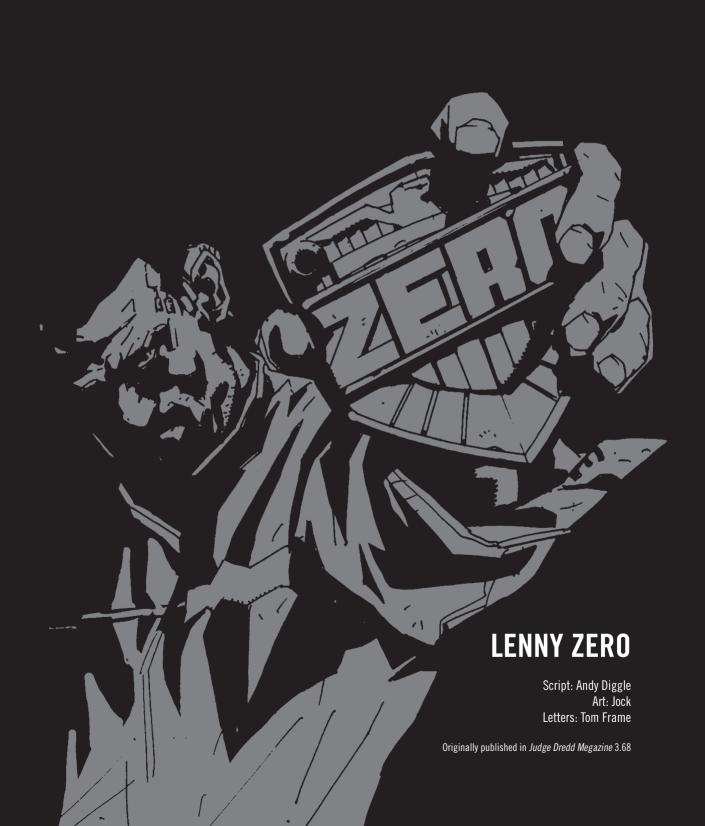
By the time Frank Miller's cover artwork arrived, David Bishop and I had swapped jobs; he was editing the Megazine, while I had assumed Tharg's mantle as editor of 2000 AD. And when Bishop saw Miller's piece, his response was somewhat, shall we say, 'undiplomatic.' Miller promptly withdrew permission to use his artwork and, if memory serves, Bishop commissioned a cover from Siku to replace it.

Our final vindication came when Bishop commissioned a sequel to *Lenny Zero*. For Jock and me, it was quite literally the beginning of a beautiful friendship. We did the two *Lenny Zero* sequels together and went on to create *The Losers* for Vertigo. Jock even drew the wedding invitations when I married Angela, the Managing Director's personal assistant, after we met at the *2000 AD* office

So yeah, 'never date workmates' was another piece of received wisdom I'd chosen to ignore.

Seems to be working out pretty well so far.

Andy Diggle, January 2008



FIFTEEN YEARS I'D BEEN BUSTIN' MY BALLS ON THE STREETS OF THE BIG MEG. IN MY LINE OF WORK, THAT'S WAY BEYOND LIFE EXPECTANCY. I PUT IT ALL DOWN TO TRUST. THE JUDGES, THEY DON'T TRUST NOBODY... BUT THAT'S 'CAUSE THEY DON'T KNOW A THING ABOUT LOVE. BUT I COULD ALWAYS COUNT ON MONA TO COUNT ON ME. WE WERE ONE HELL OF A TEAM. TRUST, Y'SEE? FIFTY CREDS SAYS YER GOT YOURSELF A DEAL. BOYFRIEND CAN'T MAKE THAT SHOT.

SURE, I COULD'VE MADE THE SHOT WITHOUT THE HEADS-UP DISPLAY IN MY NIGHTSHADES, BUT THEY MEAN PEOPLE CAN'T READ MY EYES.

LENNY ZERO

BESIDES. THEY GIVE ME 360 DEGREE VISION... AND SOMETIMES IT PAYS TO HAVE EYES IN THE BACK OF YOUR HEAD.

HEY MARY, WHAT'S UP? YOU PUT MONEY ON THE FAT GUY OR SOMETHIN'?

WHO ARE THESE

GUYS ... ?

MARY WAS NAMED AFTER HIS RAP SHEET -- "MULTIPLE ARMED ROBBERY WITH VIOLENCE", YEAH?

A NASTY PIECE OF WORK WHO TOOK A LITTLE TOO MUCH PLEASURE IN CARRYIN' OUT WHACK JOBS FOR LITTLE CAESAR PICCANTE'S MOB.

DITCH THE BITCH, BUDDY.
DA BOSS WOULD LIKE A
WORD.

JUST BUSINESS, BABY. HEAD ON HOME, I'LL CATCH UP WITH YOU

LATER.

SOMETHING TOLD ME I WAS ABOUT TO START LOOKIN' FOR A NEW LINE OF WORK.

I'D BEEN DOIN' SOME LAUNDERIN' WORK FOR CAESAR'S OUTFIT, SUPPLYIN' USED CRED-CARDS FOR RE-CHIPPING.



















































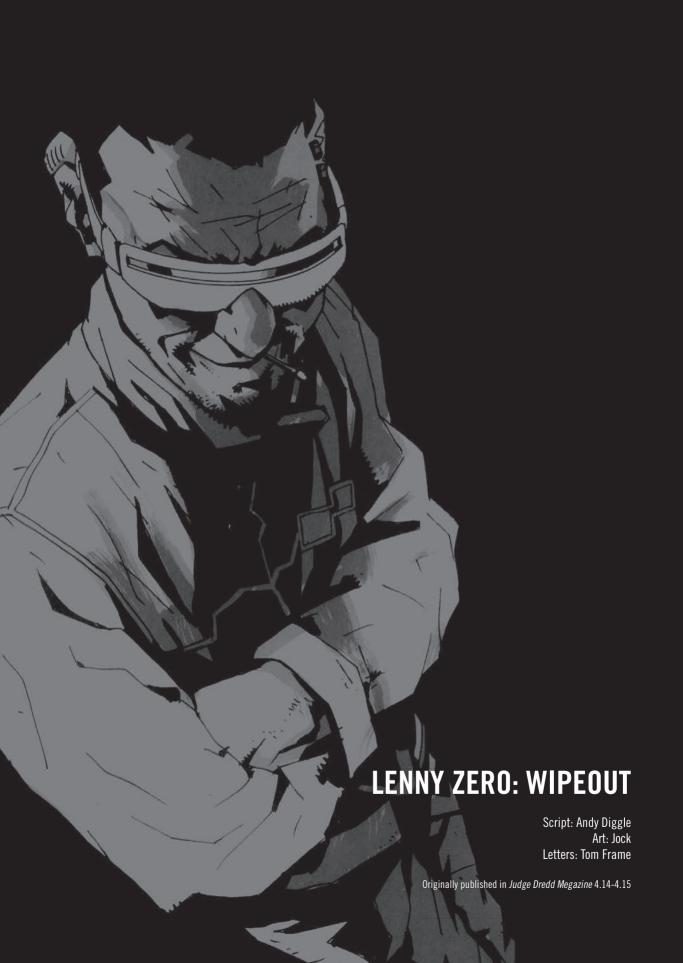
















































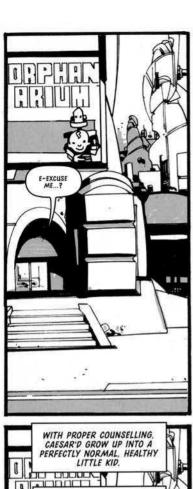






















INTRODUCTION LOW LIFE

It seems appropriate that I'm writing this introduction during a stomach bug that's turned my New Year's into a digestive disaster movie. You see, *Low Life* was always supposed to be about the nastier things. The decaying, rotting sector of Judge Dredd's hometown.

Matt Smith, 2000 AD's editor, asked if I was interested in pitching an undercover Judge series. I was heavily into the excellent US cop drama *The Shield* (the star of which, Michael Chiklis, I met soon afterwards, a story I'll come back to) at the time and the idea of an undercover Judge operating in the same grubby surroundings as Vic Mackay and co. seemed perfect.

For me, though, what made *Low Life* interesting, and (hopefully) transcended it above cop clichés, was the idea of class. The Low Life was the scum area of MC1 not just in nastiness and crime, but also in terms of a lack of economic regeneration. Coming from the South Wales valleys, as I do, and growing up there in the '80s when the area fell into decay, it felt familiar to me.

And Aimee Nixon WAS the *Low Life*. The perfect liar (mainly to herself), someone who stays an undercover Judge in order to sustain the no-good life she lives. I loved Aimee from the off, and certainly felt that she was far more complex than your bog standard 'screw authority' anti-heroine.

Low Life started gritty then slipped into comedy. The fault lay with demented co-star Dirty Frank, who was just too much fun to write. Frank was named after a Pearl Jam B-side and his penchant for speaking in the first person was based on Tony Adams, ex-captain of Arsenal, who would self-importantly proclaim in interviews that: "Tony Adams is as Tony Adams does, etc."

An enormous amount of credit for *Low Life* goes to its two artists — Henry Flint and Si Coleby. Henry co-created *Low Life* — his suggestion of giving Aimee a broken nose nailed the character immediately, it was Henry who drew Frank

as Alan Moore. He gave the strip the ugliness it needed. Henry's insane imagination makes him a genius one-off, yet few people ever comment on just how good his storytelling is. My favourite page from 'Paranoia' hangs on my wall. It's Aimee approaching a transport, looking in and seeing the scummy refugees she has to join now she's defeated. There are two silent panels where Henry superbly conveyed her inner horror, the turning point in the strip. As a writer you hand your script to an artist and they either make it better or make it worse. Henry made every page of Low Life better than I wrote it.

Si took over after Henry went back to *ABC Warriors*. His beautifully oppressive blacks suited the noire feel, even if we did immediately dive into comedy. Si and I both have misguided backgrounds in heavy metal, and we would knock around ideas on the phone for 'Rock And A Hard Place.' It was a lot of fun and I loved the energy and weight of his pages.

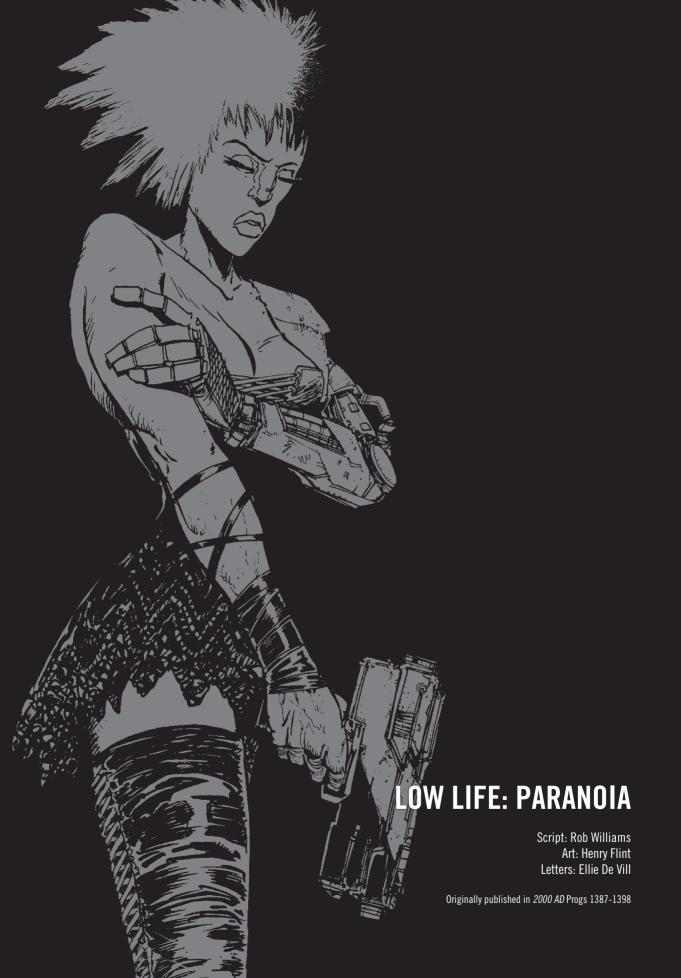
Anyway, before you get down and dirty in the effluent end of Mega City 1, let me warn you just how nasty this world can be - as promised earlier, my Michael Chiklis story:

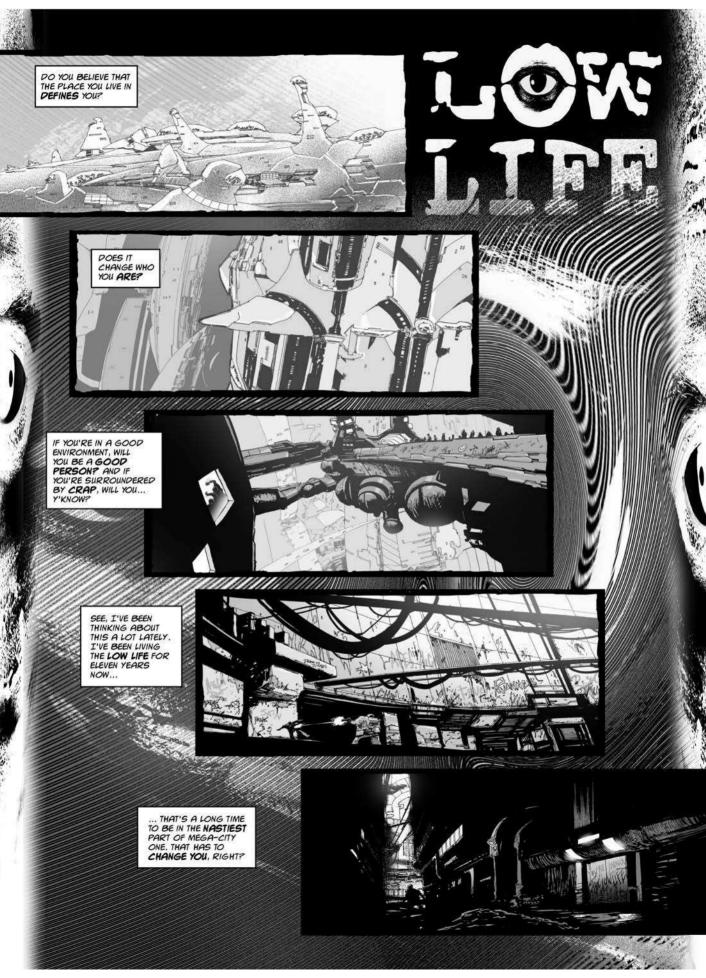
I was at the San Diego Comic Con and Chiklis was there promoting The Fantastic Four. By chance, I bumped into him. I shook his hand and told him how much I loved The Shield. Upon hearing my Welsh accent the baddest cop on US TV promptly decided, quite unexpectedly, to reply in a faux Dick Van Dyke cockney twang — "awwriight mate, awwwright." Somewhat taken aback by this cor blimey display, my mouth ran off before my brain could stop it: "You're not going to get many English parts with that accent." I said.

"Fuck you!" came his reply.

Truly, these are the mean streets.

Rob Williams, Jan 08

























































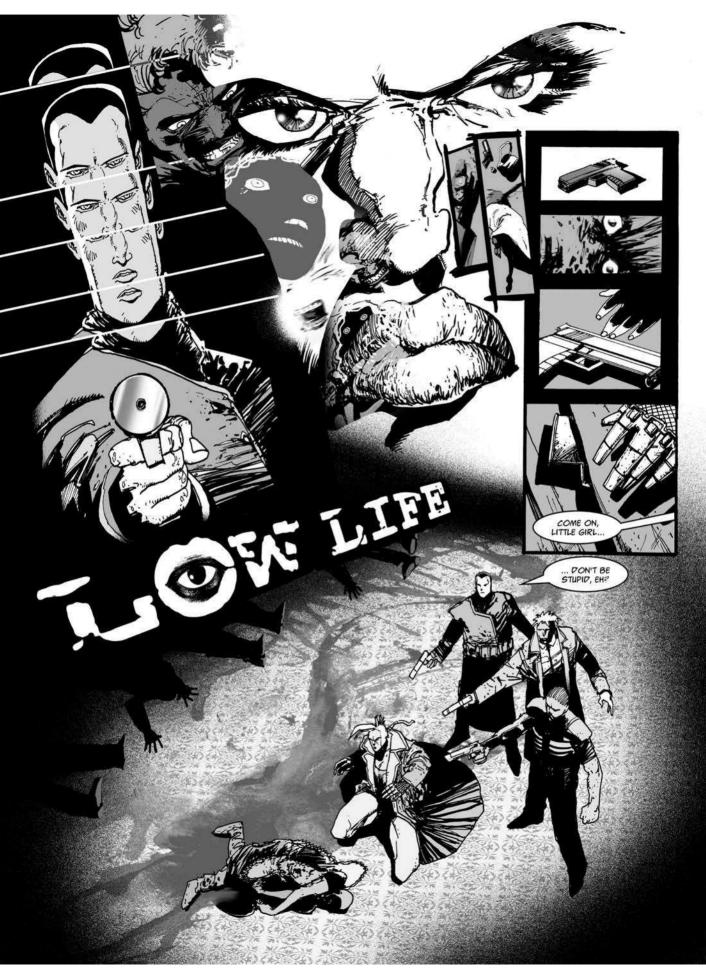














STUPID BITCH!













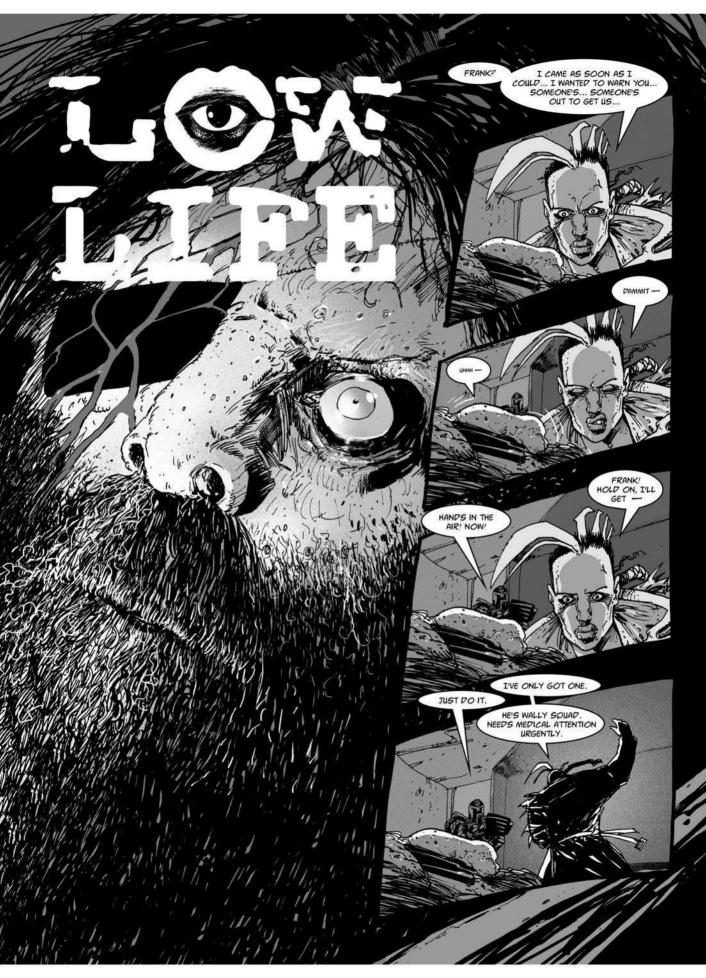


























'HE DOCTORED THE VIDEO FOOTAGE FROM RAGNAROCK TO MAKE IT LOOK LIKE YOU KILLED GATTUSO. THEN HE HACKED THE TWO MILLION INTO YOUR ACCOUNT, AS IF IT WERE PAYMENT FOR THE HIT.



THEN HE WENT AND GOT A BAD CASE OF **GUILT**, UNFORTUNATELY. I THINK HE MAY HAVE BEEN IN LOVE WITH YOU.



THE IDIOT SPILLED HIS GUTS TO DIRTY FRANK, TO TRY TO GET HIS HELP. FRANK WAS NEVER MEANT TO BE A TARGET.



'FRANK WANTED TO TURN LINK AND OUR ENTIRE OPERATION OVER TO JUSTICE DEPARTMENT. BUT LINK WOULDN'T LET HIM DO THAT.



















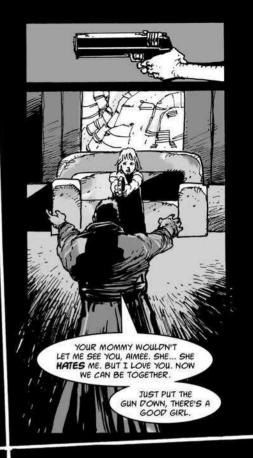


























































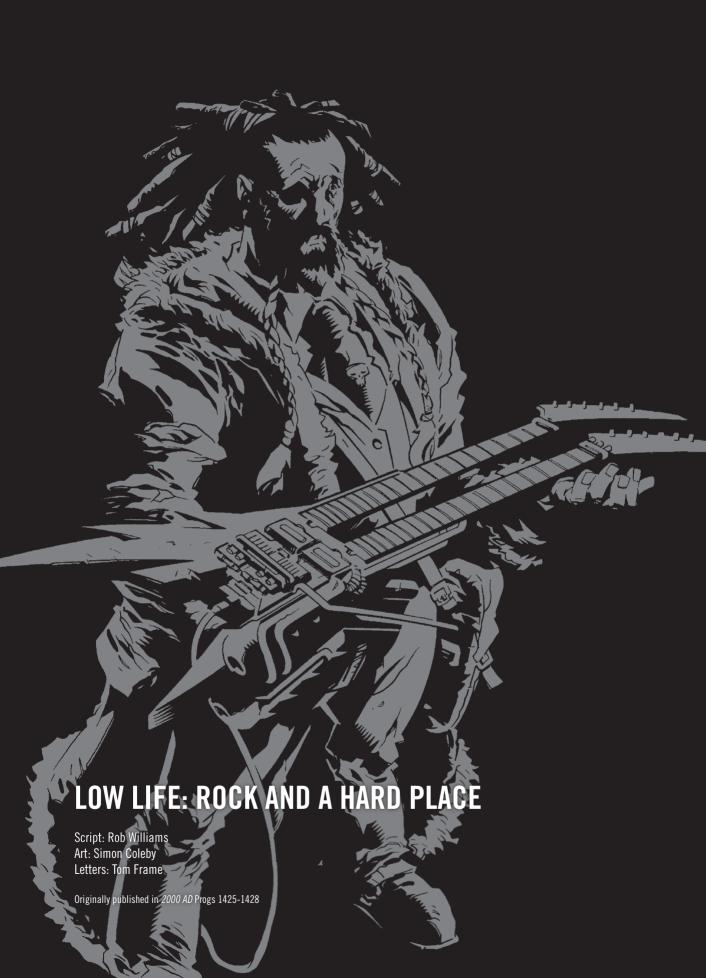


























































































LOW LIFE: HE'S MAKING A LIST

Script: Rob Williams Art: Simon Coleby Letters: Tom Frame

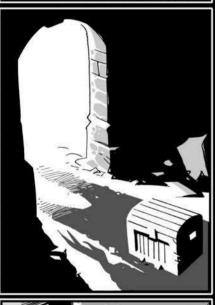
Originally published in 2000 AD Prog 2006

































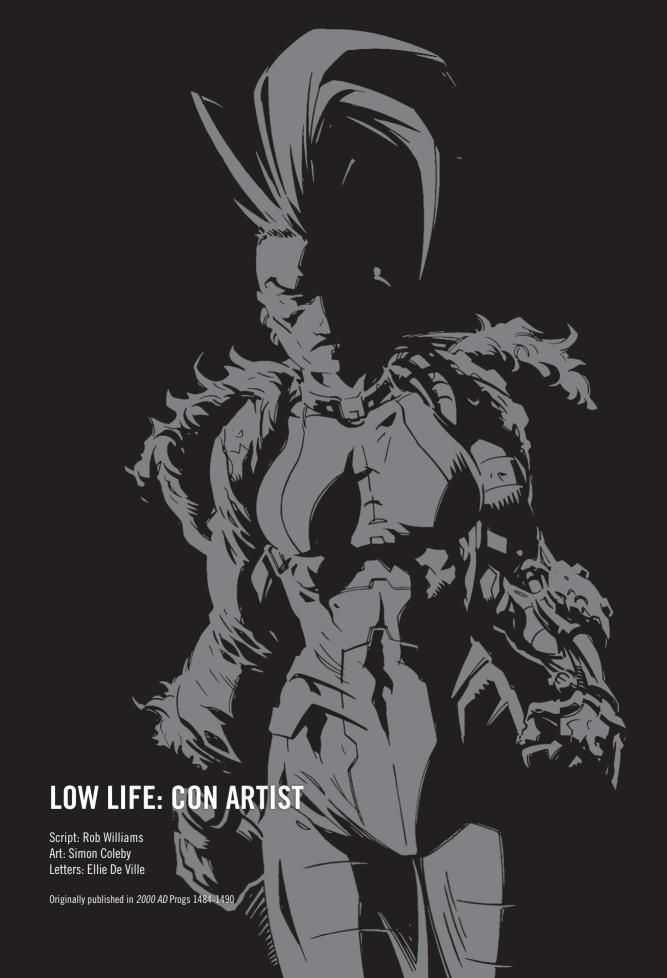








































































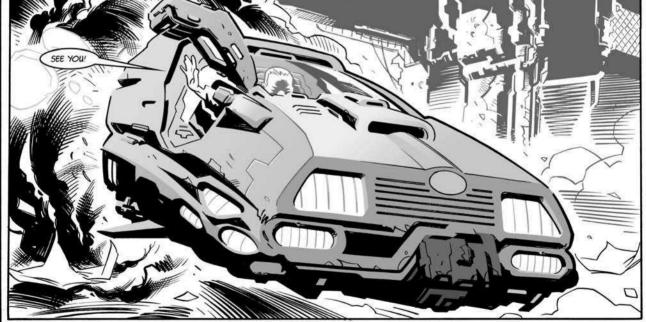






























LOW LIFE: BABY TALK

Script: Rob Williams Art: Simon Coleby Letters: Annie Parkhouse

Originally published in 2000 AD Progs 1521-1524

































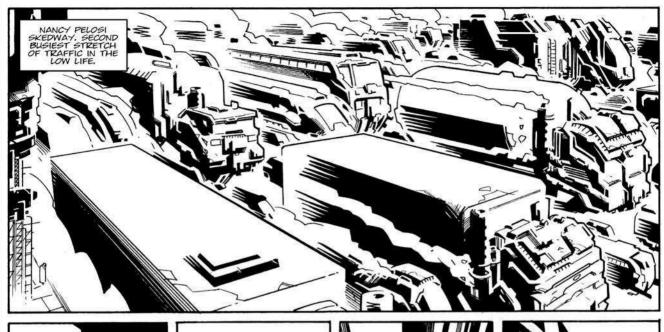










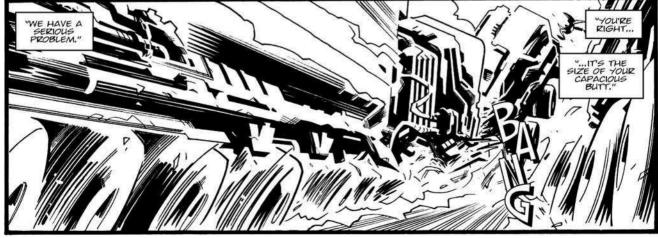


































































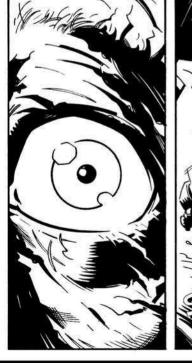




































2000 AD Prog 1390: Cover by **Henry Flint**



2000 AD Prog 1394: Cover by Henry Flint



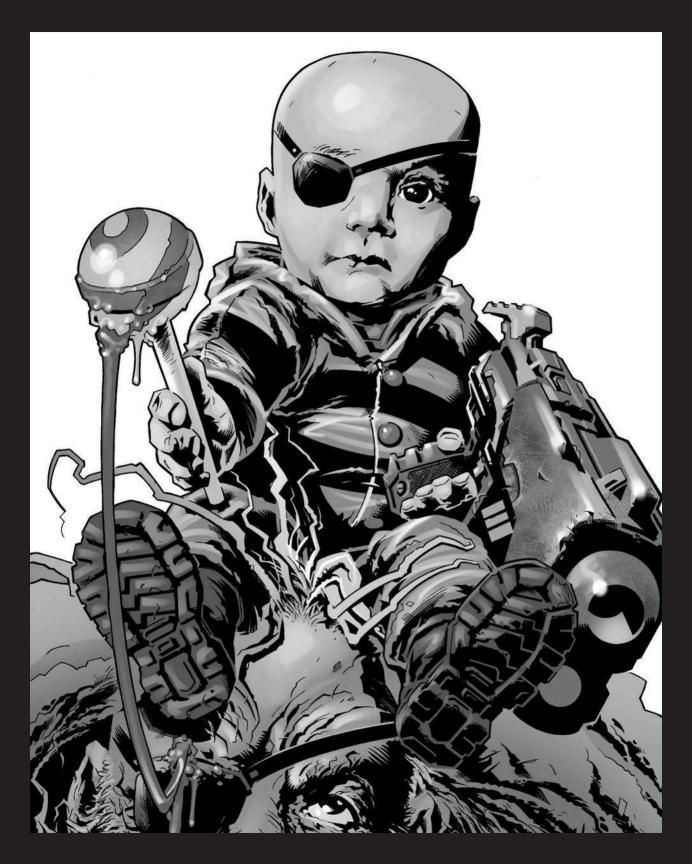
2000 AD Prog 1428: Cover by Henry Flint



2000 AD Prog 1484: Cover by **Steve Roberts**



2000 AD Prog 1489: Cover by **Dylan Teague**







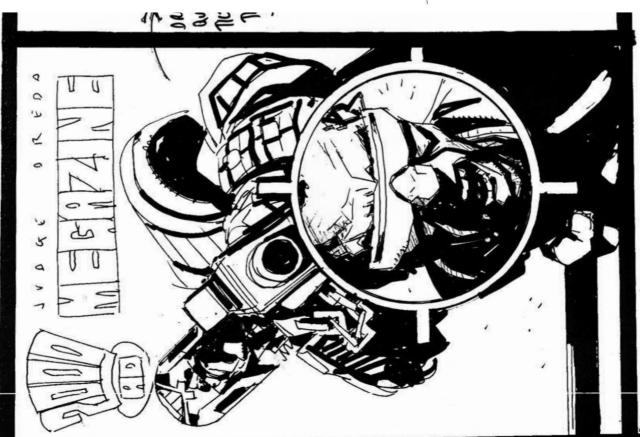


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DAYSTICK (1 THOUGHT TYPE COULD SIT ABOVE THIS)



ANDY DIGGLE

Andy Diggle has bought, sold, studied, taught, edited and written comics — which probably explains why he's starting to get a little jaded with the whole comics thing.

He became the editor of 2000 AD in the year 2000 before resigning to become a full-time writer, starting with Lenny Zero. He and artist friend and colleague Jock have since collaborated on Green Arrow: Year One and the award-winning action/thriller series The Losers, which is currently being developed for the big screen by Warner Bros. Andy's other writing credits include Judge Dredd Vs. Aliens (with John Wagner), Snow/Tiger, Hellblazer, Swamp Thing, Batman, The Punisher, Adam Strange, Silent Dragon, and Guy Ritchie's Gamekeeper, the latter of which is also in development at Warner Brothers. He is currently working on his first screenplay. In his spare time, he pines for sleep. Pines.

ROB WILLIAMS

Rob Williams debuted in 2000 AD with Asylum and went on to pen the immensely popular Low Life series along with Breathing Space, Family, Judge Dredd and The Ten-Seconders. His work outside of the Galaxy's Greatest Comic includes Cla\$\$war, Star Wars Tales, Star Wars: Rebellion and Wolverine.

SIMON COLEBY

Simon Coleby's first work for 2000 AD was a Future Shock — 'Rogan's Last Ride' — in 1987. Since then, Simon has illustrated Judge Dredd, Rogue Trooper, Low Life, Universal Soldier and Venus Bluegenes. He also co-created Bato Loco, with Gordon Rennie. Simon has also worked for Marvel Comics, collaborating with Pat Mills on the Punisher 2099 series. Recently he has drawn Midnighter Armageddon, for Wildstorm Comics.

HENRY FLINT

Henry Flint, winner of the National Comics Awards for Best Comic Artist 2004 is one of the Galaxy's Greatest Comic's rising superstars. Co-creator of Sancho Panzer and Shakara, his incredibly versatile pencils have also graced A.B.C. Warriors, Judge Dredd/Aliens, Deadlock, Judge Dredd, Rogue Trooper, Nemesis the Warlock, The V.C.'s and Venus Bluegenes. He has even written a Tharg's Alien Invasions strip! He has also begun to establish himself in American comics.

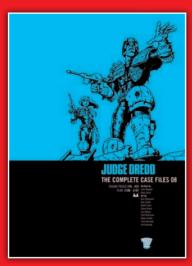
JOCK

Jock is one of 2000 AD's finest young creators. As well as illustrating Judge Dredd, Pulp Sci-Fi, Tharg the Mighty and Tor Cyan, Jock co-created Lenny Zero with ex-2000 AD editor Andy Diggle, and now produces work for the American market under exclusive contract to DC Comics. Among these projects are the Eisner award nominated The Losers and Green Arrow: Year One, also with Diggle, and numerous covers including Batman, Catwoman, Scalped and Hellblazer.



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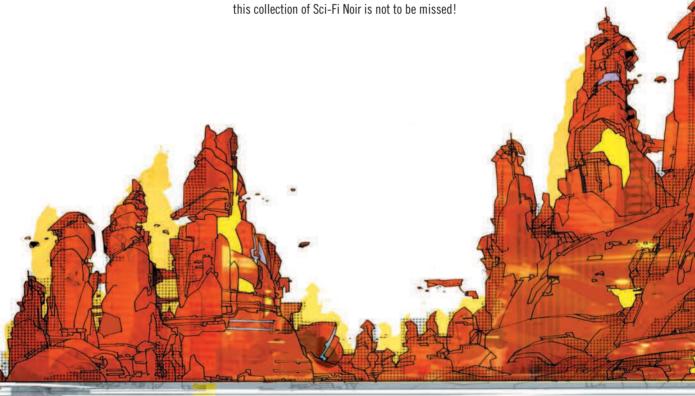
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