

JUDGE DREDD

JUDGES' HANDBOOK

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Judge Dredd Created by John Wagner and Carlos Ezquerro



INTRODUCTION

This book is a Judge's tool kit, a resource for both players and Referees alike with new rules and options for Judges as they patrol the streets of Mega-City One. Much of the material presented here expands on, and supplements, the information detailed in *Judge Dredd*. Inside *Judges' Handbook* you will find:

SPECIALIST JUDGES

This chapter provides rules for characters wishing to join one of 17 specialist units, enrol for advanced training or take special assignments. Full rules are given for characters to take one of the advanced specialisations as part of the character generation process or during an ongoing campaign. Rules for quick Non-Player Character creation are also given to aid Referees in their campaigns.

The Specialist Judges chapter also introduces 26 new Special Techniques available to Seasoned and Specialist Judges. Most of the specialisations detailed in this chapter have at least one Special Technique unique to that unit or division, making Specialist Judges the elite of the Justice Department.

EQUIPMENT

This chapter details the equipment used by the Specialist Judges introduced in the previous chapter, including armour, special issue items, personal weapons and heavy artillery.

VEHICLES AND ROBOTS

In addition to equipment and tools, many specialist units have their own vehicles and robots to help the Judges stay one step ahead of the perps in Mega-City One. From the deadly Gunbird to the high-speed Banshee Pursuit Interceptor this chapter has a vehicle for every occasion, including several spacecraft used by the Space Corps.

Robots are a common sight in Mega-City One and are used by the Justice Department to perform many of the menial tasks not suited to the Judges. A number of new robots are detailed here that complement some of the special units introduced in this book.

THE JUSTICE DEPARTMENT

This chapter provides further information on the Justice Department, with details on many of the divisions, new backup units and additional resources. A list of Non-Player Character statistics are also provided for each type of Judge including both basic and advanced specialisations.

SECTOR 13

This chapter provides additional information on Sector 13 including locations and personalities of note to Judges, as well as floor plans and full details of Sector House 13 and nearby Iso Blocks. A number of Non-Player Character gangs, perps, contacts and informers are also listed here.



SPECIALIST JUDGES

This chapter introduces a number of advanced specialities for Judges. Each speciality represents a specialised unit or division within the Justice Department and can be taken during character creation or at a convenient time in a campaign as determined by the Referee.

Only Seasoned Judges may elect to join a specialist unit. With the Referee's approval, any character may join any of the specialist units listed in this section. Characters must meet the requirements specified and can only serve one term in a single unit. Only in rare circumstances can a character serving in one specialist unit transfer to a different specialisation.

There are many new specialities presented in *Judges' Handbook*, some of which are also detailed in *Judge Dredd*. The details presented here supersede those in *Judge Dredd*.

It is noted many times during the Judge Dredd stories that Judges are in short supply and taking them off the streets for a long period would be counter-productive. For this reason, all advanced specialities require an intensive training period of one year. The training is extremely demanding and takes place both on the streets and in the special unit's own facilities as appropriate to the specialisation.

Specialities work much like standard career terms and have the following elements:

Requirements: These are the minimum requirements needed to be accepted into the specialist squad or division. They vary with each speciality and will usually be a combination of characteristics and skill levels. Some specialities require an Influence roll and might consider the Judge's service history before granting acceptance. Any character who fails to meet the requirements may take the Advanced Training speciality instead.

Survival: The Survival roll for specialist Judges works exactly the same as detailed on page 11 of *Judge Dredd*.

Training: Unlike the standard careers and specialities detailed in *Judge Dredd*, advanced specialities do not usually give the opportunity to increase characteristics or skills as part of the standard training. Instead the player selects one Special Technique from the list provided. Most specialities

have at least one new Special Technique only available to that speciality.

Benefits: In addition to gaining a new Special Technique, Judges who survive their training term in a special unit also receive other benefits that are specific to the duties that they perform. This can be anything from gaining Contacts to specialist skills.

Equipment: Most specialist Judges receive standard issue equipment appropriate to the unit. This will often include items specifically designed to aid them in the type of tasks or missions they will be undertaking. Other equipment, vehicles and robots that are primarily used by the unit are also listed here – specialist units always get priority for these items over other units if there is limited supply.

Mishaps and Events: These are treated in exactly the same way as described in *Judge Dredd* and give each character the opportunity to gain additional benefits.

CHARACTER GENERATION

When taking an advanced speciality during character generation it is treated just like any other career term but the player must fulfil the following criteria:

- The character must have served at least one term as a Seasoned Judge.
- The character must meet the minimum requirements for the speciality.
- The player must get the Referee's permission to take the speciality.

CAMPAIGN HIATUS

Players already participating in a campaign will often wish to specialise as their character grows and becomes more experienced. Such characters are still eligible to take an advanced specialisation but there are certain factors that must be considered.

The first consideration is the interruption to the campaign. Anyone taking an advanced specialisation will spend a year of training and during this time it is unlikely that they will be available to participate in the campaign. For this reason, it is advisable for the entire party to take their specialised training at the same time. This training period is referred to as a campaign hiatus – during this time the campaign is temporarily

put on hold while the players receive their training. To avoid too many interruptions in the campaign, it is recommended that the Referee should limit how many times a hiatus takes place to one or perhaps two times within a single campaign. Referees should also choose an appropriate point in their story to begin the hiatus when the players do not have any active cases or investigations.

The second factor to consider is that not all players in a campaign

The following specialities are available to Seasoned Judges.

will necessarily wish to take an advanced specialisation or may fail to meet the requirements. Whilst some characters are training with specialist units, any other party member can choose to take a hiatus where they can receive advanced training or be given a special assignment – these work exactly the same as other advanced specialisations but the character remains in his division and unit.

The third consideration is that players wishing to specialise

Speciality	Division	Requirements	Survival
Advanced Training	–	None.	Dex 7+
Atlantic Patrol Judge	Atlantic Division	One level in Seafarer (any except sail) or Flyer (grav).	Dex 8+
Bomb Squad Judge	Tek Division	One level in Explosives, Engineer (electronics) or Remote Operations.	Int 8+
COE Judge	COE	One level in Remote Operations, Sensors or Stealth.	Dex or Int 8+
Credit Squad Judge	Street Division	Intelligence of 8+ and one level in Admin or Compro.	Int 8+
Harbour Squad Judge	Atlantic Division	One level in Admin, Broker, Investigate or Sensors.	Int 7+
Heavy Weapons Judge	Street Division	Three levels in Gun Combat (any) or two levels in Heavy Weapons (any).	Dex 8+
Holocaust Squad Judge	Street Division	Endurance of 9+ and two levels in Heavy Weapons (any), Survival or Tactics.	End 9+
Judge Pilot	Space Corp	One level in Astrogation, Gunner (any), Pilot (any) or Sensors.	Dex or Int 7+
Judge Warder	Street Division	Two levels in Gun Combat (any) or Melee (any).	Dex 7+
K-Unit Judge	Psi Division	Psionic Strength 9+.	Psi 8+
Mutant Control Judge	Immigration Division	Two levels in Investigate or Street Perception.	Int 7+
Psyker-Unit Judge	Psi Division	Psionic Strength 7+.	Psi 7+
Pursuit Squad Judge	Street Division	Three levels in Drive (Lawmaster) or two levels in Drive (wheeled).	Dex 8+
Riot Squad Judge	Street Division	Endurance 8+ and two levels in Gun Combat (any) or Melee (any).	Dex 8+
Sector Chief	Street Division	Recommendation or roll Inf 10+. Conditions apply	Int 9+
SJS Judge	SJS	Inf and End of 9+. Clean service record. Roll Inf 10+.	Int 8+
Special Assignment	–	Roll Inf 8+.	As assignment with a +1 DM
Wally Squad Judge	Undercover Division	One level in Broker, Deception, Carouse, Gamble or Stealth. Roll Inf 8+, plus DM from one of the listed skills.	Dex or Int 8+

EXAMPLE CHARACTER

This example continues directly from the Judge Walker example on page 42 of *Judge Dredd*. Judge Walker is already a Seasoned Judge so he can continue the character creation process from there.

Judge Walker decides to join Mutant Control. He meets the requirements and must make the Survival roll of Int 7+. Walker rolls a 7 so he just makes it.

For his training, Walker chooses the Pistol Specialist technique to improve his chances in a gun fight. Judge Walker must now roll on the events table and gets 34, giving him one additional level in Investigate – very useful in his line of work.

Judge Walker is also issued with a Mk II Lawmaster. His profile now looks like this:

Str 6 (+0), Dex 8 (+0), End 8 (+0), Int 6 (+0), Inf 10 (+1), Edu 10, Inf 10 (+1)
Athletics (co-ordination) 2, Computers 2, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 2, Interrogation 1, Investigate 3, Jack of All Trades 1, Law 3, Leadership 0, Mega-City One Geography 2, Melee (bludgeon) 1, Melee (unarmed combat) 2, Street Perception 2, Streetwise 1, Survival 2
Special Techniques: Crowd Control, Formidable Presence, Combat Acuity, Pistol Specialist Hates Robots. Contact: Sad Bob (Mutant) Enemies: x4 of Delores Compound's friends

might want to do so with different special units or divisions. How this might affect the campaign is for the Referee to determine and ultimately it is their decision as to which specialities should be allowed in the campaign.

Finally, any character wishing to take an advanced specialisation must be a Seasoned Judge. This can either be from serving the career term during character creation or having spent at least four years on the streets since graduating from Full Eagle Day.

To summarise then, the following criteria must be fulfilled for a campaign hiatus to begin:

- The referee must approve the hiatus and specialisation choices.
- Players can choose to take advanced speciality, advanced training or a special assignment.
- Characters must meet the requirements for their chosen speciality.

CAMPAIGN TRAINING

An alternative to the campaign hiatus is to combine the players' training with the campaign. This will usually require that all players specialise with the same unit but can result in many satisfying game sessions. This option should be agreed upon by the players and Referee.

Much of the characters' training will take place on the street so there are plenty of opportunities for adventures and side scenarios that could even form part of the main campaign. Additional training will take place within the unit's facilities where the characters are put through their paces.

- Characters must have served at least one term as a Seasoned Judge or spent four years on the streets.

ADVANCED TRAINING

Advanced Training is for party members who do not wish to take on advanced specialisation or fail to meet the requirements for their chosen specialised unit. Whilst characters are training for their special units, all other players must choose to undertake advanced training for that period unless the Referee has some way of working both into the gaming sessions.

REQUIREMENTS

There are no special requirements for advanced training.

SURVIVAL

Roll Dex 7+.

TRAINING

1d6	Special Technique
1	Lightning Reactions
2	Perp Sense
3	Pistol Specialist
4	Rapid Aim
5	Rapid Reload
6	Track Perp

BENEFITS

You gain no additional benefits.

EQUIPMENT

You are not issued with any additional equipment and do not get priority access to any items.



MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	A training accident takes you out of action for several months. You do not gain a special technique for this term.
4	You make a mistake during training that seriously injures a fellow Judge. The Judge forgives you but your trainer does not. Lose 1 Inf.
5	As part of your training you are involved in a high speed chase. Roll Drive (Lawmaster) 8+. If you fail you crash your Lawmaster and must roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
6	During your training you become very competitive with another Judge, always trying to outdo each other. Gain him as a rival.
7	You are training on the streets and spot a known perp. Chasing him through the crowds you have no choice but to shoot him before he escapes. Roll Gun Combat (Lawgiver) 8+. If you succeed you bring him down. If you fail you shoot a civilian by mistake and your peers react badly to this, lose 1 Inf.
8	You apprehend a perp for a misdemeanour. Unknown to you at the time his father or brother is head of a crime organisation and you gain the crime boss as an Enemy.
9	The final part of your training is a demanding assault course. Roll Athletics (any) 8+ to complete it successfully. If you fail, roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
10	As part of your training you do an in-depth study on crazies and the many conditions that afflict them. You have no sympathy for these people and see them as weak individuals that are a nuisance to Mega-City One. While Judges are dealing with crazies, other perps are committing crimes and for this reason you gain a strong dislike for all crazies.
11	Part of your training involves rigorous physical training. Roll End 8+. If you fail, roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	Your time on the streets gives you one level in Street Perception.
14	You have a natural aptitude with guns. Gain one level in Gun Combat (any).
15	You study the geography of the city. Gain one level in Mega-City One Geography.
16	You study the history of the city. Gain one level in Mega-City One History.
21	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1, or Heavy Weapons (any) 1.
22	Undertake rigorous physical training. Gain +1 Dex.
23	You enrol on a tough physical training course. Roll End 8+. If you succeed gain Athletics (any) 1.
24	You have a natural aptitude for close combat. Gain one level in Melee (any).
25	During your training you form several friendships with other Judges. You gain 1d3 Contacts. Roll 1d6 to determine each one: 1-3: Street Judge 4: Psi Judge 5: Med Judge 6: Tek Judge
26	You receive demolitions training. Gain one level in Explosives.
31	You are trained to use heavy weapons and artillery. Gain Heavy Weapons (any) 1.
32	Undertake rigorous physical training. Gain +1 End.
33	Your time on the streets gives you one level in Street Perception.
34	You have a natural aptitude for investigating. Gain one level in Investigate.
35	You study the geography of the city. Gain one level in Mega-City One Geography.
36	You study the history of the city. Gain one level in Mega-City One History.
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1 or Heavy Weapons (any) 1.
42	Undertake rigorous mental training. Gain +1 Int.