

2000 AD

**JUDGE  
DREDD**  
FLOOR PLANS

# CITY-BLOCK



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40,000  
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# ESTABLISHED



**JUDGE  
DREDD**  
FLOOR PLANS



## INTRODUCTION

Greetingssss, hip juves, and by grud what a package you've got here! Already you will have clutched the shiny, super-spuggin' floorplans in your mitts and appreciated their excellent quality. And now, this helpful booklet shows you to use them to build up apartments, shops, offices, warehouses, vehicle parks, shopping plazas, and lots more, all in fine detail, and at the same scale as Citadel's *Judge Dredd* miniatures! Thus you can create perfectly-scaled locations for your investigating, bike-riding, gun-toting, perp-chasing Judges, and enjoy the thrills of playing *Judge Dredd - The Roleplaying Game* with detailed and fulsome settings. And that's not all! Here you will find rules for generating and building up entire Blocks of any sort in the big bad Mega-City.

Within this box you should have found the following components:

8 A3 floorplan sheets, with the following areas:

- open area
- park
- entrance plaza
- office units
- helipad/hover-bus stop
- pipeway/corridor (2 sheets)
- sky-rail station

4 A4 sheets of accessories, including vehicles, furniture, machinery, etc.

A 20-page booklet (you're reading it!)

If any of these components is damaged or missing, write to us at the address below (enclosing the proof of purchase), and we'll be glad to replace them.

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## USING THIS BOOKLET

The first section, *Generating A Block Layout*, shows you how to design an entire Block, floor by floor! Of course, you'll never need complete ground plans for a 1200-floor Block, but this important reference section shows you how to build essential features into Blocks - like elevators, stairs, service shafts, special floors like entrance plazas and vehicle parks, and many others. Sometime you may need to know something about a Block fast (like when a Judge asks you, 'where's the nearest vehicle park?'), and the easy-to-use tables and rules here will help you do that with a minimum of fuss and effort.

The next section, *Laying Out Floors Within A Block*, shows you how to sketch out an individual Block floor and fill in detailed areas using the floorplans. Again, you may not need to map out an entire Block floor, but it will be helpful to know where the shops are, where the apartments are, where the elevators are, and so on, even if you don't want to flesh out every last detail. This section allows you to map out detailed areas, and just sketch in the broad details of others, according to your needs.

Then we come to *Filling In Room Contents*, which shows how to use the floorplans and accessories to build up an individual location - anything from an apartment to an office complex or a vehicle park. This enables you to create fully-detailed locations with the floorplans.

Last but not least, *Occupants of Locations*; ordinary citizens, shop assistants, mechanics, psychologists lurking in Med-Centres, and many others, so you know not just what a location is, but who's in it and what they're doing. All human life is here!

## GENERATING A BLOCK LAY-OUT

The first step is to determine the type of Block: roll D100 and check the result on **Block Table 1**. This gives you the type of Block, its size and the number of floors.

**BLOCK TABLE 1**

D100:	01-05	06-40	41-85	86-95	96-00
Block type	Pre-Atomic War	Pre-Apocalypse War	Post-Apocalypse War	Con-Apt	Special
Floors:	30-300 (30xD10)	50-500 (50xD10)	400-1,300 (100xD10 + 300)	100-1,000 (100xD10)	See below
Floor Area: (sq. m.)	10,000-30,000 (D6x5,000; take 1=2)	20,000-50,000 (D4+1 x 10,000)	30,000-300,000 (D10x 30,000)	2,500-10,000 (D4x2,500)	See below

**Block Type** is explained below;

**Floors** is simply the number of floors in the Block (excluding the basement);

**Floor Area** is the area of one floor in square metres. Use this area as the basic area within which to design your Block. Draw the basic outline of the Block in pencil on a large sheet of graph paper; a square or rectangular area (with a length:breadth ratio not greater than 4:1) which matches the floor area. For small Blocks, a scale of 1" = 20 metres will be about right; for larger ones, use 1" = 50 metres.

For example, take a Block floor area of 120,000 square metres (a Post-Apocalypse Block). You could use 300 metres x 400 metres as the basic Block floor area, then design a shape for the Block within that overall area; maybe an L-shape, or a T-shape, or even a Block with straight north-east-west walls and a hemispheric southern end. Try to extend the Block beyond the basic shape to about the same extent as you chop an area off within it (e.g., when producing an L-shape), so that the total floor area stays about the same as the basic area. Ideally, you should end up with a Block shape which isn't so fiddly and tricky that planning details of individual floors (see below) will be difficult and time-consuming. You can always add some individualistic twiddly bits (like anti-grav chutes on the outside) later on. We strongly recommend that you start Block design by going for a Block of manageable size, and it you will find it helpful (but not essential) to calculate the floor area (in square metres) of your basic block shape.

Two important points: first, don't forget that 1 square on the floorplans is 2 metres per side (and so is an area of 4 sq.m.). Take care not to mix this scale up with the scales suggested above - the latter are just for sketching the basic Block floor area! Also, don't get the idea that you have to map the whole of a 1200-storey Block to be a good GM! This material is for your reference, but you will find the details of *Essential Block Features* below very important when designing almost any detailed area beyond a few individual locations like apartments and shops.

## Block Types

**Pre-Atomic War** Blocks are the oldest in Mega-City One, dating from before the Atomic War of 2070. They are usually slums, and inhabited by the poorest citizens.

**Pre-Apocalypse War** Blocks are newer, but date from before the Apocalypse War of 2104.

**Post-Apocalypse War** Blocks are of recent date and occupy much of Mega-City One due to intensive recent building (and they are BIG, given the expansion of the Mega-City).

**Con-Apts** are lower-level, high-quality apartment Blocks occupied by the well-to-do (those with jobs!).

**Special Blocks** are Blocks which are treated as either *Pre-* or *Post-Apocalypse* (50% chance for each) and are one of the following:

- 1-2 Commercial
- 3-5 Industrial
- 6 Special Facility

*Special Facility* Blocks include *Crockblocks* (for Old Age Citizens), *Resyk Units*, and other such places. You can determine the number of floors and floor area from the tables above.



So - you now have the type, height, and floor area of your Block, and a ground plan (for overall dimensions). Next, you need to start building up the details. The next step is to incorporate the essential features which all Blocks have.

## Essential Block Features (All Blocks)

First, deal with essential features which will be present on all floors in the same position, since these can immediately be sketched onto your basic floorplan for the Block as a whole. These features are shown below in **Block Table 2**, which shows the number of such features per 5,000 square metres of floor area (rounding fractions up).

Feature	Block Type			
	Pre-Atomic War	Pre-Apocalypse War	Post-Apocalypse War	Con-Apt
Elevators	1-2	1-2	1-2	1-2
Anti-Grav chutes	None	1-2 per Block*	1-4 per Block	None
Stairs	1-2	1-2	1	1
Service shafts	1 per Block	2-4 per Block	2-7 per Block	1

\* see full description below.

**Elevators** are just lifts. For each elevator in the Block, allow a space of 16 or 36 square metres; larger Blocks have bigger elevators. This fits with the floorplans, where you have plans for two elevators, one 4x4m and one 6x6m. Locate these around the Block as you wish, but space them apart. You can restrict about a quarter of these to equipment transport only, if you want.

**Anti-Grav Chutes** (AGCs) are transparent plastene tubes inside which gravity is reversed (passengers control speed of ascent/descent by arm movements), and there are entry/exit openings on all floors. Allow a 16 square metre area (4 squares) for each AGC; each one has both

ascent/descent tubes (again, this fits your floorplans perfectly, where you have two 4x4m AGCs). Note that these are only present in Blocks built after 2100, and are never found in Crockblocks in case the poor old dears step into a descent tube and can't move their arms in time before they splatter over ground level. AGCs should always be located either close to the centre of the Block floorplan or mounted on the outside of an exterior wall, close to the centre of the wall.

**Stairs** are used for emergency exits or for moving a few floors up or down if mechanized transport is busy. Allow an area of 16 or 36 square metres for each stairwell and dot these around the building, as for elevators. Your floorplans include two sets of stairs - one 4x4m, one 6x6.

**Service shafts** contain electrical wiring, security systems and even emergency medical supplies and suchlike. These are supervised by service personnel, and there is a door to these shafts on each floor, which is normally kept locked. Locate service shafts fairly close to the centre of the Block floorplan, and allow an area of 16 square metres (4x4m) per shaft.

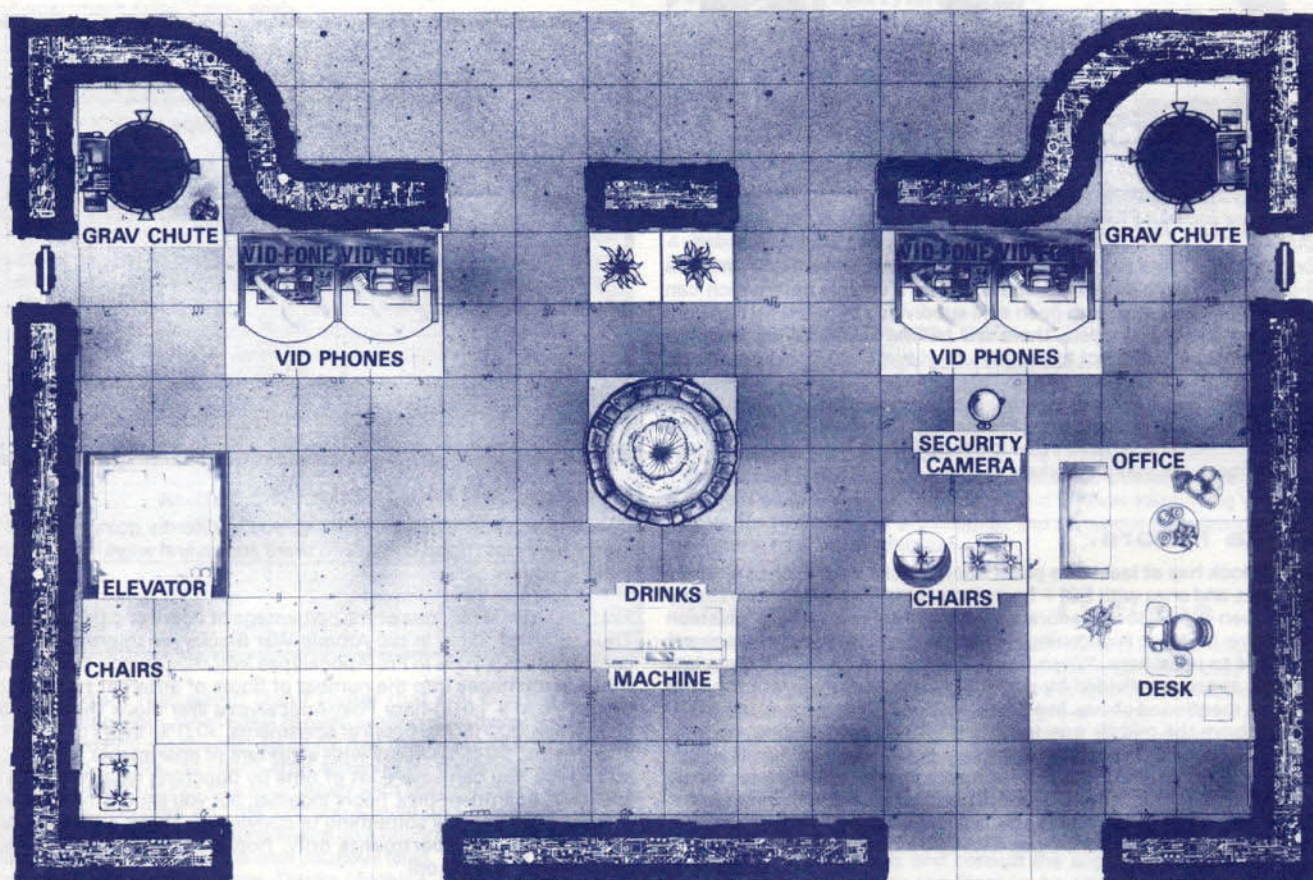
## Essential Floors

The next step is to build in essential features of Blocks which occupy whole floors; these are noted below, with notes on location and layout, and how to determine which floors they occupy in a Block.

### Entrance Plaza

This occupies the ground-level floor (level 0) and, in Blocks of over 200 stories, level 1 as well. The area is filled with many facilities, including batteries of public vid-phone booths, lounge areas for visitors, offices for service and security personnel, elevators, stairs and AGCs, Block administration offices, and the like. These floors teem with people coming and going, and have helpfully posted wall maps and layouts of the Block. When laying out an entrance plaza, allow the appropriate space for stairs, elevators, and other features from *Block Table 2* above, and allocate 50% of the remainder to open-plan areas and 50% for offices, seating areas, vid-phones, and the like. Lay these out as you wish, but obviously offices will be in groups, so it is best to rough out an 'office zone' or two, an 'open zone', and so on. Below is an example of how to lay out part of an entrance plaza for a small Block, using some of the components from the floorplans.

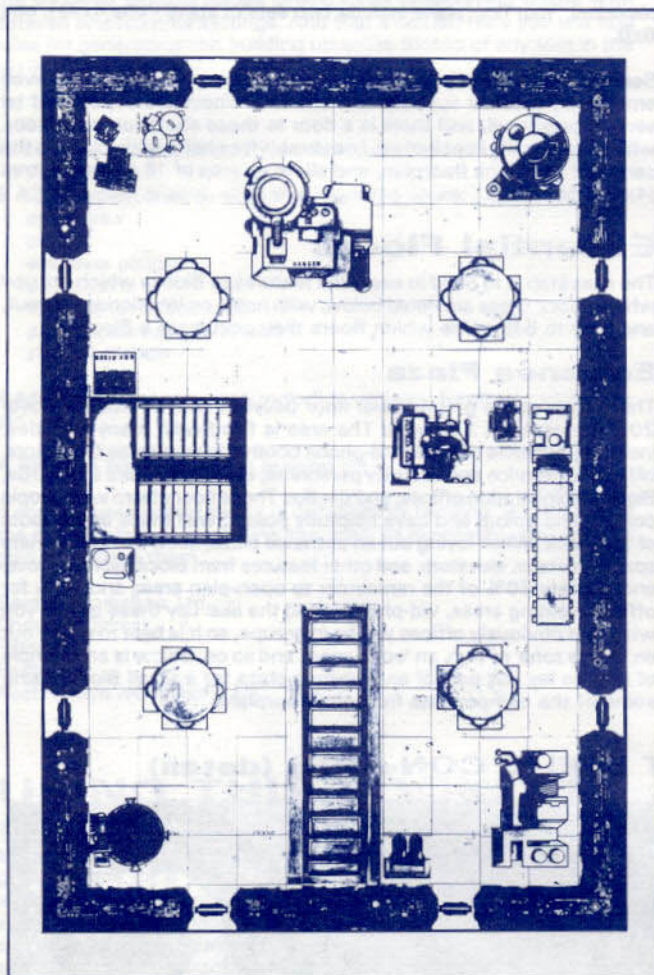
### ENTRANCE PLAZA: CLEMENT FREUD CON-APTS (detail)





## Services

These are boiler rooms, equipment rooms, pumps for circulating water and oil, electricity substations, and the like. There is always a service floor in the basement of a Block (1-2 basement floors). For any building with over 200 stories, there is an additional floor of service equipment, 10+D10 floors below the top floor. When you lay out a service floor, you will find the large A3 open-space floorplans useful, plus components such as the crates, offices for subdividing the area, machinery, fuel tanks and the like. Not forgetting a set of stairs or an elevator, of course!



## Vehicle Access

Exits to Mega-Ways and Zipstrip exits and entrances are found on levels 3-50, and on each such floor there will be a vehicle park which can simply be laid out as a huge open area subdivided by low-level concrete walls. For every 100 levels, there will be one floor entirely taken up by a vehicle park, subject to a minimum of two such floors per Block. To determine which floors are vehicle parks, roll D100 and halve the result, rounding fractions up. Ignore any result of 01-04, and re-roll any duplicates. With very small Blocks (e.g. Con-Apts of few stories), always locate vehicle parks in the lower half of the Block. Again, record which floors are vehicle parks.

## Plaza Floors

Every Block has at least one plaza floor; Blocks with 200-500 floors have two, and ones with 501+ floors have three. These floors are simply large open-plan floors, decorated with plants, murals, art, plasteen dinosaurs (but not frightening ones!), and the like, and citizens are intended to relax here. When laying out a plaza floor, just have lots of open space subdivided by partitions and decorated with the kind of items mentioned above. In a Block with one plaza floor, place it D10 floors above the middle one (e.g. for a 140-storey building, on level 70+D10); for a Block with two plazas, put them 1D10 levels above the one-third and two-thirds floor numbers (e.g. for a 300-storey Block, on level 100+D10 and level 200+D10); and for Blocks with three plazas, put them +D10 levels above the quarter-way, half-way, and three-quarter-way marks (e.g. for a Block with 600 stories, on levels 150+D10, 300+D10, 450+D10).

## Citi-Def Armoury

This is a large room with an armoured, locked door, which will be 96 square metres (12m x 8m), with heavily-armoured walls, and you should use the Armoured Door from the floorplans as the entrance. There is one Armoury for every 200 Block floors, and you can decide which floor(s) have Armouries by dividing the total number of floors by the number of Armouries and placing each one around the middle of that divided total. For example, in a 380-floor Block there will be 2 Armouries, which can be located around the 95th (1-190) and 285th (191-380) floors. This is similar to how we determine floor locations for Med-Centres and Roboschools (see below), so be careful to avoid duplications with them! You should locate the Citi-Def Armouries close to elevators for easy access.

## Med-Centres

For every 100 floors of a Block, there will be a Med-Centre occupying half of one floor. The Med-Centre itself will have offices, storage areas, consulting rooms, a mini-surgery, and the like. About half of the remaining floor area will be taken up by apartments occupied by medical staff (these will be *superior* apartments; see below), while the rest will be open space for citizens to relax in, much like a plaza floor.

## Schools

These are usually Roboschools, although 75% of Con-Apts have schools with real teachers! For every 100 floors of a Block, there will be a Roboschool, occupying a whole floor; this will comprise classrooms with desks and chairs and video units, an assembly area, and suchlike.

When placing *Med-Centres* and *Roboschools* in the Block, it is easiest to divide the total number of floors by the number of *Med-Centres* or *Roboschools* (these will be the same) and place one of each somewhere around the middle of that divided total. For example, in a 720 storey Block there will be 8 *Med-Centres* and 8 *Roboschools*, so just work in 90-storey units and allow one floor of each type somewhere around the 45th floor, the 135th, the 225th, and so on up to the top.

## Floor Layouts

By now, you should have marked all the features which are present on all floors of your Block, and decided which floors serve special functions. The next step is to determine the general layout for each floor in terms of what units are present - apartments, plazas, shops, libraries, and so on. You can determine the general nature of each non-special floor by using *Block Table 3*.

**BLOCK TABLE 3:  
GENERAL LAYOUT FOR BLOCK FLOORS**

Floor Type	Block Type			
	Pre-Atomic War	Pre-Apocalypse War	Post-Apocalypse War	Con-Apt
Apartments	01-90	01-70	01-80	01-85
Hyperlux Habs	-	71	81	86-92
Apts & Shops	91-95	72-78	82-86	93-96
Apts & Facilities	96-00	79-85	87-91	97-00
Apts & Offices	-	86-91	92-93	-
Shops only	-	92-93	94	-
Facilities only	-	94-95	95-96	-
Offices only	-	96-97	97-98	-
Light Industrial	-	98-99	99	-
Special	-	00	00	-

## Using Block Table 3

If you have a 1,200 storey building, you are hardly going to want to roll for every last floor!! However, there are several ways in which this table is useful:

First, you can get an idea of the percentage of floors of different types. Thus, 90% of floors in pre-Atomic War Blocks are apartments-only, compared with 70% in Pre-Apocalypse War Blocks. You can convert those percentages into the number of floors of different types in the Block - so in a 1,000-floor Post-Apocalypse War Block there will be, on average, 800 (80%) floors of apartments, 10 (1%) floors of Hyperlux apartments, 50 (5%) floors with a mixture of apartments and shops, and so on. You can save a lot of time by bunching tens or scores of 'ordinary', apartment-only, floors together, but you should mix in shops, offices, etc - there is something unconvincing about a Block where floors 1-800 are apartments only, floors 801-810 are Hyperlux apartments, and so on!



Second, if for some reason you have to devise the general nature of a floor on the spur of the moment, you can roll on the table and find out what it is.

Third, the table also shows you that some Blocks (Pre-Atomic and Con-Apt) do not have certain floor types, for reasons which are often obvious - slummy Pre-Atomic War Blocks do not have luxurious Hyperlux apartments, and wealthy Con-Apt Blocks don't have Light Industrial floors, for example.

Fourth, the table is useful for devising unusual features such as Special floors, when used with the *Special Floors Table* below.

Fifth, there are obviously going to be times when you want to be able to roll up a layout for an entire floor of a Block (e.g. for a chase through it), and you will want to know what fills a Block floor and how to map it out. Lastly, when using this table don't forget that you have already marked in some floors as vehicle parks, entrance plazas, and the like.

## Explanation of Results

*Apartments* are just that; citizen living areas. *Hyperlux apartments* are very unusual; these are the province of the very rich, and if you roll up a Hyperlux floor you should always locate this at the top of the Block, even if you've randomly rolled this result for a lower floor, because such apartments are penthouse suites (so if you have 10 such floors, they're the top 10 floors). *Shops* are anything from huge automats to small delicatessens and are considered later. *Facilities* are libraries, video auditoria, night clubs, museums, and the like, and are detailed below. *Offices* are company offices where clerical work is done, for the most part. *Light Industrial* areas are floors taken over by such commercial concerns as robot maintenance companies, computer firms, and so on.

When an entry on the table shows that a floor has a mixture of apartments and other types (shops, offices, etc), the floor is mostly occupied by apartments; for every 2,000 square metres of floor area, there will be just one shop, office, or whatever. The size and nature of these other units is detailed in the next section. For the sake of simplicity, we have assumed that only two types of unit (apartments with shops, or offices, or facilities) will be mixed on any given floor; this makes life much easier for you when mapping out a floor within a Block, but if you want to mix things up further you can. From the tables and information below you can easily roll up a couple of offices or facilities to intersperse among the shops and apartments in a shop-and-apartment floor if you wish.

## LAYING OUT A FLOOR WITHIN THE BLOCK

Now, we come to the stage of designing a floor plan for an individual floor within the Block (except for special cases like Roboschools, vehicle parks, etc, which we have already discussed).

We have already determined the makeup of the floor (apartments, apartments and shops, or whatever) from *Block Table 3*. The next step is to determine how affluent this Block is - this will affect things like the type of shops in the Block, the quality of housing, and other aspects of floor layout. Wealth is determined using *Apartment Table 1*.

APARTMENT TABLE 1: APARTMENT QUALITY				
Apartment Quality	Block Type			
	Pre-Atomic War	Pre-Apocalypse War	Post-Apocalypse War	Con-Apt
Poor	01-95	01-30	01-10	-
Standard	96-00	31-90	11-90	01-10
Superior	-	91-00	91-00	11-00

One important first point! Don't forget that any Block will have numerous corridors, small areas of open seating with decor and synthidoughnut/synthi-synthi-caff stalls (or just drinks machines) in some places, and the like. So - even after allowing for elevators, stairs, and the like - you should not fill a floor *totally* with apartments or whatever. To allow for corridors and the like, you should only generate units to fill about 75% of the remaining space on a Block floor - keep a running total (in square metres) of the area you have filled. The various floorplan accessories - Snack Machine, Drinks Machine, Display Unit, Plants,

Fountains, and so on - can be used in these areas of corridor and open space.

We will deal with apartments-only floors later. First, we will look at floors occupied wholly or partly by other units. There are five types: *Shops, Facilities, Offices, Light Industrial* and *Special*. We need to determine the size and nature of these units. We can deal with *Light Industrial* and *Special* units first, because these always occupy whole floors, so they are easy to plan.

## Light Industrial Units

Light industrial units occupy 1,000-6,000 square metres each. For a layout within each one, there will be small offices (16-64 sq.m. - roll a D4 and multiply the result by 16), warehouse areas and research laboratories (much larger open spaces, as you wish). Details of room contents will be given later, in the *Filling In Room Contents* section.

## Special Units

Special units are rather different. These will take up the the *whole* 75% allowance for total floor space, and their nature can be determined by using the *Special Floors Table* below.

SPECIAL FLOORS TABLE	
D100 Roll	Location Type
01-10	Jetball Stadium
11-25	Heliport/Hoverpad Terminal
26-40	Mega-Bop Palace
41-90	Vid-Auditorium
91-00	GM's choice (or reroll if you wish)

## Jetball Stadium

This will be huge, with a central arena surrounded by thousands of spectator seats. Although you may not wish to map the whole area, you could map the entrance zone using components such as the Moving Escalator, Office, Turnstiles, Pillars, Counter and Cash Register in the floorplans.

## Heliport Terminal

You may use the Helipad plan in this set for part of the Heliport, although you may want to add such components as the Moving Escalator, Conveyor Belt (for luggage), Turnstiles, Office, and decorative touches like Plants or a Fountain.

## Mega-Bop Palace

This is a huge auditorium for rock concerts, including spug-rockin', and is specially designed to be sound-proofed. The layout resembles a Jetball Stadium, but may have larger flat open areas for the spug-rockers to really get down.

## Vid-Auditorium

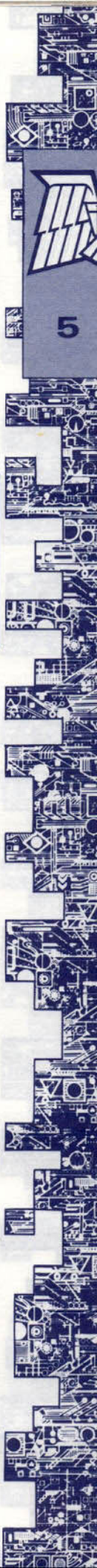
This features cinema-style showings of rare vids or ones with 3D or Tactile-Feelaround special effects; each auditorium will have 2-4 screeneries (unless the Block is small - each screenerie is at least 1,500 sq.m.) as well as a small number of offices, a cheap restaurant, and the like. Again, such components as the Office (as a booking office), Counter and Cash Register, Snack Machine, Drinks Machine, Shop Counter (laden with synthi-popcorn), and Shelves (displaying Vid-pack covers for forthcoming attractions) will be useful in building up the entrances to a Vid-Auditorium.

## Shops, Facilities, Offices

The following tables detail the types and sizes of shops, offices, and facilities. There may be entire floors of these units, or they may be mixed in with apartments, according to the result of your roll on *Block Table 3* above. Remember that on mixed floors, there will be just one non-apartment unit per 2,000 sq.m. of total floor space; this means that the very largest units cannot be located on mixed floors.

## Shops

Roll D100 for each shop, and consult the appropriate column of the *Shop Table*, according to the Block's *Apartment Quality*.





## SHOP TABLE

Block Apartment Quality			
Shop Type	Poor	Standard	Superior
Antique Shop	-	01	01-04
Auto Mart	01	02-03	05-07
Beauty Salon	02	04-07	08-15
Delicatessen	03	08-10	16-20
Druggerie	04-07	11-14	21-23
Eaterie	08-30	15-25	24-30
Electrical	31-35	26-30	31-34
Fashion	36-42	31-37	35-42
Hardware	43-45	38-40	43-44
Jeweller	-	41	45-47
Munskas Bar	46-60	42-50	48-55
Roboshop	-	51	56-58
Special	61-62	52-56	59-63
Sports Shop	63-65	59-61	64-66
Supermart	66-92	62-85	67-80
Toy Shop	93-97	86-92	81-86
Travel Shop	-	93	87-88
Vid-agent	98-00	94-99	89-98
Wonderama	-	00	99-00

Brief notes on these shops are given here, and in many cases more details will be given later.

*Jewellers* and *Toy Shops* are self-explanatory, and so are *Delicatessens* (but it's all synthi-). *Special* is a catch-all entry to cover anything else the GM fancies or rare shops like synthi-florists.

*Antique Shops* sell 20th Century memorabilia and the like; *Auto Marts* deal in vehicles; *Beauty Salons* may be simple hairdressers or all-purpose plasteen surgery parlours; *Druggeries* sell non-prescription items for the hypochondriac population of the Mega-City; *Eateries* are eat-out restaurants, mostly pretty noxious; *Electrical Shops* sell simple tools, replacement components for garbage grinders, etc; *Fashion Shops* may be very downmarket or very expensive - but they all claim to be "fashion"; *Hardware Shops* sell tools, kits, and suchlike; *Munskas Bars* are just eateries with a license to sell munskas (usually); *Roboshops* sell and service domestic robots; *Sports Shops* sell sporting gear, pennants for Jetball teams, etc; *Supermarts* are all-purpose large shops selling mostly food and cheap clothing (and some electrical goods in some cases); *Travel Shops* sell tickets for journeys to distant Sectors, and even for rare flights to Mega-City Two or Texas City; *Vid-agents* sell vid phones, vid sets, and vid slugs; and *Wonderamas* sell weird and bizarre things (usually of alien origin) like Baby Alien Slug Beasts (you need a licence) and stuffed Klegg feet (they're very expensive).

Now you know what a shop sells, you need to decide how large it is and form an idea of lay-out. Most shops are 100-600 square metres in floor area (1D6x100). Some shops, such as Auto-Marts and Supermarts, can be huge - anything up to 20,000 sq.m. If you want to include a very large shop (e.g. if you have a large Block floor to fill up!), make this a special shop of its sort or ignore the roll for its nature and just make it a big Auto-Mart anyway!

For floors which are only shops (large commercial plaza floors), just build up to approximately 75% of total floor area as usual and locate individual shops as you choose; if you have duplications, don't have several shops of the same type too close to each other. If shops are mixed with apartments, it is easiest to group all the shops together into a mini-complex in one area of the floor, clustered around one or more elevators for service. If you have rolled up one very large shop, then you should not include any more large shops on the same floor unless the Block is a large one.

Different elements of the floorplans will be useful to you depending on what shop type you determine; for a Supermart, such components as Shelves, Display Units, Shop Counter, Counter and Cash Register will be obvious musts, and also the Office. If the shop is sizeable you can use the large Lounge unit as a small 'warehouse' and include Crates and suchlike. For a large automart, the double-A3 floorplan open areas will be essential, and you will want to use such components as the Cars, Bike, Fuel Tanks, Airbus (possibly), Machinery, Trash Can, Office, and possibly even others. More details can be found below in the *Filling In Room Contents* section.

## Facilities

The *Facilities Table* can be used to determine the nature of any facilities.

## FACILITIES TABLE

Block Apartment Quality			
Facility	Poor	Standard	Superior
Bank	01-05	01-12	01-10
Credit Agency	06-07	13-25	11-30
Counselling Service	08-40	26-40	31-40
Insurance	41-45	41-55	41-65
Library	46-50	56-70	66-72
Night Club	51-55	71-80	73-85
Security	56-60	81-90	81-95
Shuggy Hall	61-95	91-95	96
Special	96-00	96-00	97-00

*Banks* are self-explanatory; *Credit Agencies* deal with credit cards and diverse financial matters (investment analysts, etc); *Counselling Services* are staffed by psychologists who give stress counselling (mostly ineffectually, and usually they snoop on citizens as well); *Insurance* firms deal with all aspects of insurance; *Libraries* also have vid-educational services, access to Barney, etc; *Security* companies cover all aspects of personal protection (including selling anti-anti-Mugging suits); *Night Clubs* have a small office or two, a skankerie, a small restaurant and (in large clubs) maybe even a small concert hall or ballroom; *Shuggy Halls* should be well known to all you hip juves out there; and *Special* covers anything else the GM feels like including.

These facilities are each at least 300-800 (100xD6, + 200) sq.m. in floor area, and libraries are typically half a Block floor in size (up to 10,000 sq.m.), but if you are trying to fill up a large Block floorplan you may increase these sizes. Most facilities may be considered as offices or office complexes, except night clubs, shuggy halls, and libraries (which have offices but also large, open-plan vid-educational booth areas and so on). In generating the broad floor area of such units, you will find the Office and Lounge floorplans useful in subdividing large areas. Details of layout within each such location are given later, in the *Filling In Room Contents* section.

## Offices

These are not retail services, do not deal with the shopping public, and their activity may be almost anything. You can determine their nature as you wish, or roll randomly on the *Offices Table* below. These are not dependent on Block apartment quality, since their location isn't determined by the need to be close to customers they serve directly.

## OFFICES TABLE

D100 Roll	Offices Type
01-06	Beauty products
07-12	Clerical services (manpower, etc)
13-20	Computer services
21-28	Electrical and hardware products
29-40	Food products
40-45	Fashion products
46-50	Financial services (banking, credit, insurance)
51-52	Import/export (to Texas City, etc)
53-56	Pharmaceuticals
57-62	Robotics products and services
63-70	Sports products
71-80	Transport services and auto products
81-86	Warehousing services
87	Weapons
88-90	Travel
91-95	Office of Private Professional
96-99	Office of Private Organization
00	Special

The entries are mostly self-explanatory, especially when used in conjunction with the *Shops* and *Facilities* tables above. The additions are *Private Professional* (usually a shrink, but also shadier characters in some cases) and *Private Organizations* (such as the League of Fatties Anti-Anti-Fats Information Service, or an Apocalypse War Club). These offices vary in size from small units of 10-20 sq.m. to large multi-office complexes of up to 10,000 sq.m. or even larger; use 1D6x100 sq.m. for most units, and subdivide this general area into smaller individual offices. Very large offices should be individual, carefully-designed units. Large complexes will consist mostly of office sub-rooms, but may also have larger conference rooms (just a large room with very big table and lots of chairs and some decor), a Kitchenette for preparing synthi-



-synthi-caff (maybe with a servo-droid), and so on. In building up these larger locations, you can add floorplan components such as the Lounges, Kitchenette, and Small Bathroom to offices.

## Apartments

At this stage, your Block floor will contain everything except apartments. You should have a rough idea of how much space (if any) you have left to fill with apartments; you can work this out by adding up how much space you've already used, (leaving enough spare space for corridors, etc), or - if you've pencilled in everything you've generated so far on your Block floor plan - you can estimate it from the space left on your graph paper. All you now need to know is, how big are apartments? Then you divide the space you've got left by the average size of an apartment and, presto!



## Apartment Types

In carefully-planned, standard-unit Mega-City One, apartments come in two types, *regular* and *Hyperlux*. Each of these comes in two sizes: *single*, occupied by 1-2 people, and *family*, occupied by D4+1 people. *Apartment Table 2* gives you all the relevant information.

APARTMENT TABLE 2			
D100	Type	Area (m)	Rooms
<b>Regular</b>			
01-20	single	10x8	Bedroom, Small Lounge, Kitchen, Bathroom.
21-00	family	10x12	2 Bedrooms, Small Lounge, Kitchen, 2 Bathrooms.
<b>Hyperlux</b>			
01-20	single	12x12	Large Lounge, 2 Bedrooms, Kitchenette (with counter), Bathroom, Hall.
21-00	family	10x20	Large Lounge, 2 Bedrooms, Kitchenette (with counter), 2 Bathrooms, Office or 3rd Bedroom.

Internal layouts for these apartments are given in Figures 2-5 below.

## Completing Your Block Layout

You should now have all the basics for your entire Block floor; you will know how much area is shops, facilities, offices, apartments, and spare space for corridors and the like, and how big each unit is. If you want to sketch a layout for the whole Block floor, the last step is to put all this together and map the whole thing out.

Laying out single-use floors is fairly easy; pencil in larger units (big office complexes, etc) first, and then design smaller units around them, putting corridors in as required. Corridors vary from 2-5 metres in width, but 5 metres is probably the easiest size to handle on a large-scale plan. You will probably find it easiest to work from the external walls inwards.

The apartments in apartments-only levels can be laid out in clusters of 5-10 (or more, with a very large Block) along the external walls, working inwards, with more clusters in the core of the Block, around the central Anti-Grav chutes, elevators, etc. Since all apartments can be reduced to units either 8, 10 or 12 metres long, you can easily fit a strip of a suitable length along the wall and work out how deep (how far into the Block) they need to be.

With mixed floors, it is always easiest to group the offices, facilities or shops into zones and develop them first, and then fit in the apartments around them, but if you want to mix things up a little, that's fine. We do suggest that you don't use outrageous shapes for apartments and shops in your floor plan - it will make life very tricky if you need to plan a layout within any such unit - but for a very large, special unit taking up half a floor or so, you can always try it. Lastly, when you put in the corridors, don't forget that moving sidewalks will

be present in many locations to guide citizens towards the shopping areas, and don't forget to connect corridors up to all exit points such as elevators, anti-grav chutes, and so on!

## Numbering Apartments

Only apartments need numbering. Once you have filled in apartments on the floor layout, start from an approximately central point, and work around clockwise, numbering as you go. An apartment number consists of the floor number, then a dash, then the number of the apartment - so, for example, apartments on the 77th floor will be numbered 77-01, 77-02, and so on.

## Special Blocks

If, for any reason, you need to plan an entire Special Block (or, more likely, an area within one), the procedure above needs modifying:

## Industrial Blocks

No Roboschools, no Citi-Def in some cases (GM's discretion), no Special Floors, no Facilities. They do, however, have special small Med-Units and small shops for the company employees to shop at, and also plaza floors and entrance plazas. They have double the normal number of elevators and access routes. Roll D10 to determine the function of any individual floor:

1	Offices only
2-4	Offices and Production (D6x10% Offices, the rest Production)
5-0	Production only

Open space forms only 20% of each floor. The 'production' areas are typically large open-area spaces, which may be production lines, Muncie vats, laser assembly lines, or whatever is relevant to the industrial production going on. You can use previous tables to lay out offices, determine business type, etc.



## Commercial Blocks

No Roboschools or Citi-Def units, half the normal number of small Med-Units. They may have Special Floors (e.g. Vid-Auditoriums). Double the normal number of elevators and anti-grav chutes and vehicle park floors. Ordinary floors are comprised of 10% offices, 60% shops, 30% open spaces (after allowing for elevators, etc.). Shops are usually large - at least 500 sq.m. You can determine their nature as explained earlier, but such a Block will often have specialist shops dealing in a narrow range of antiques, entertainments, wild and exotic nightclubs, and so on.

## Special Facility Blocks

As an example of a Special Facility Block, a Crockblock will have all essential features except Roboschools and will have at least double the normal number of Med-Centres. It may not have a Citi-Def - who'd trust the occupants to shoot anything except each other? It will have no Special Floors, and only half the number of Facilities and Vehicle Parks which other Blocks have.



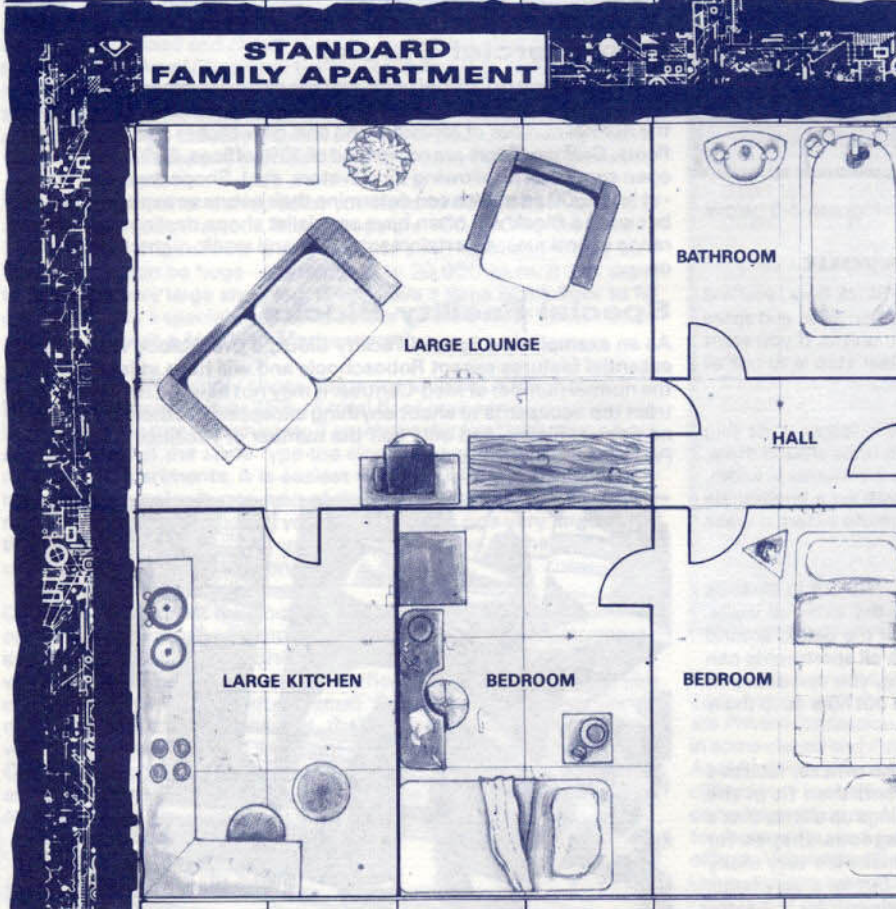
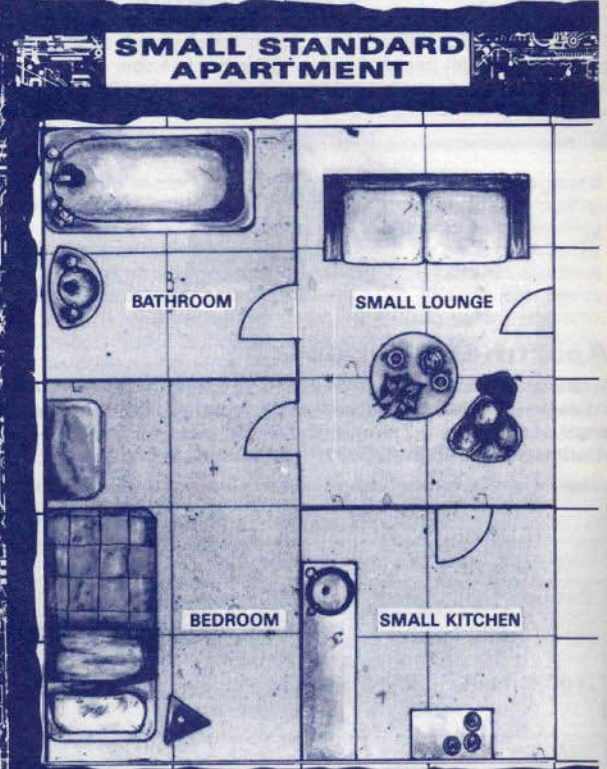
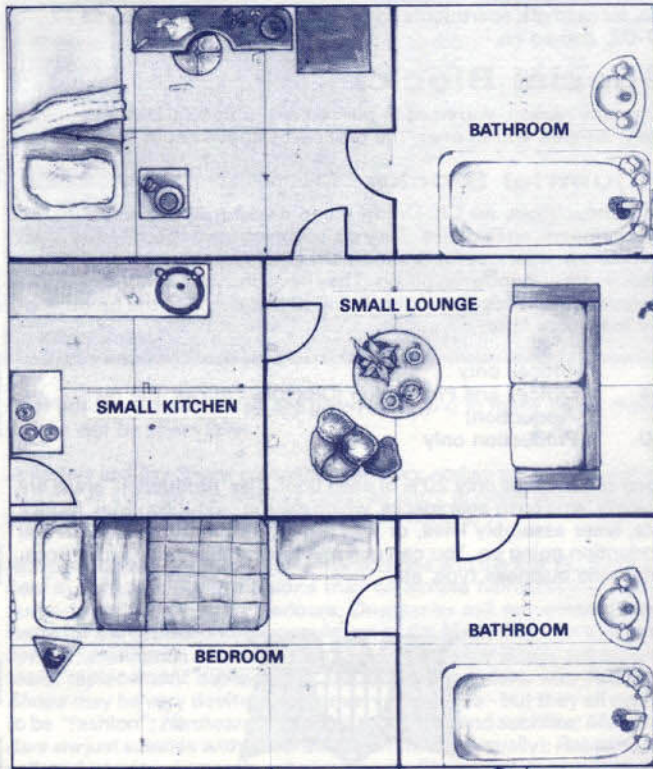


## FILLING IN ROOM CONTENTS

In many cases, you will want to fill in details of rooms and other areas. Some notes on layout within units were given in the previous section; this section presents further details together with information on determining detailed contents and occupants.

## Layouts

Apartments are a special case, because they follow standard designs (even Hyperlux apartments do, although you can modify the areas suggested above if you want to make them very, very grand). The diagrams below show standard layouts for standard and hyperlux apartments for 1-2 persons, and for families.

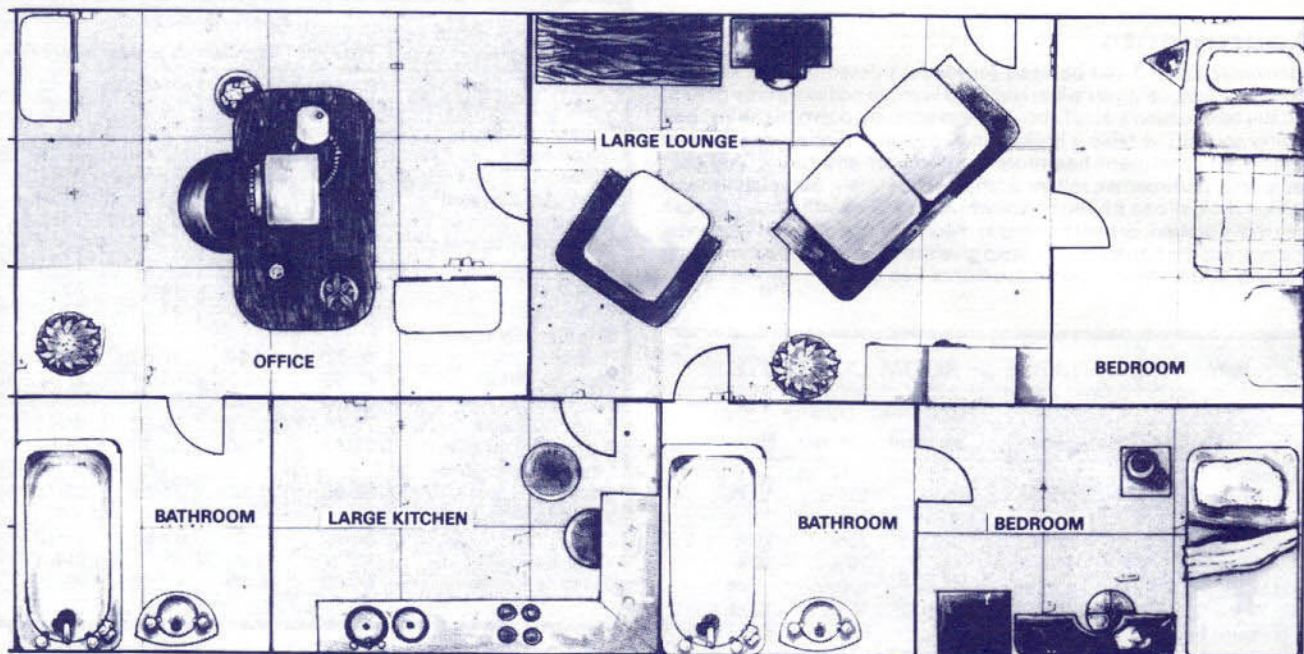


**SMALL  
HYPERLUX  
APARTMENT**



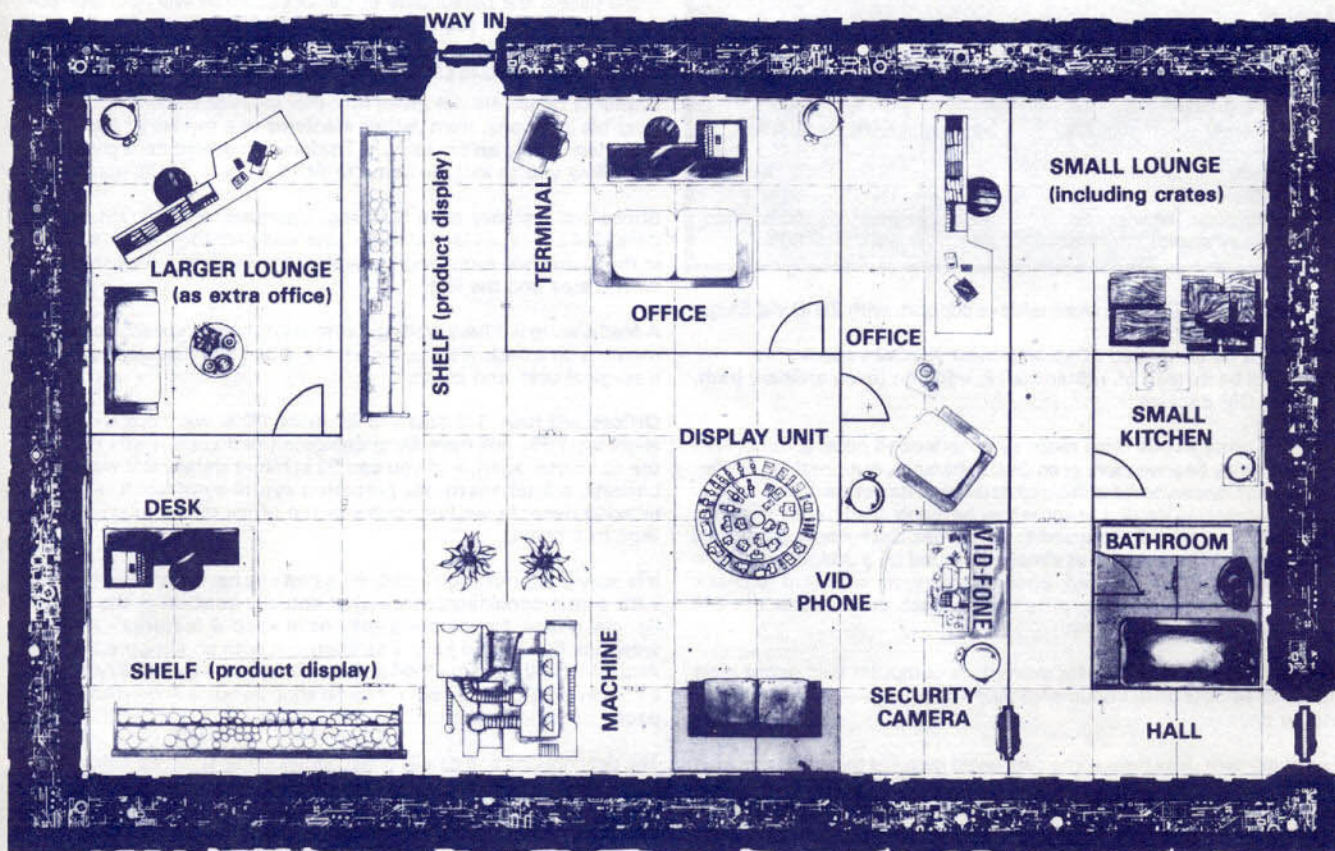


## FAMILY HYPERLUX APARTMENT



layouts for other units have been described in general detail earlier in terms of size and general design features. Large units such as office complexes should be subdivided into small units using interior walls, partitions, etc. with interconnecting doors and corridors (maybe even an eeziglide for very large units!). The diagram below shows how to use Floorplan components to build up a large office complex.

## OFFICES OF FAWN HALL PERSONAL SERVICES INC.





# Contents of Locations

## Apartments

*Apartment Table 3* can be used for random determination of room contents. Obviously, you will sometimes want to add extra little details, and the table doesn't detail absolutely everything down to the last pair of dirty socks! The table is broken up into sections, one for each room type; if an apartment has more than one of any room type (e.g. bedrooms, bathrooms), roll for each one separately. Some items (e.g., service droids) can be found anywhere in the apartment - because they move around, or may be used in more than one place, or whatever. The percentage figures on the table give the chance for the item being present; 100% means that every home has one.

**APARTMENT TABLE 3: ROOM CONTENTS**

	Apartment Quality			
	Poor	Standard	Superior	Hyperlux
<b>Lounge</b>				
Chairs (1 per person)	100%	100%	100%	100%
Extra Chair	20%	30%	70%	100%
Table	5%	10%	30%	70%
Desk	No	No	30%	30%
Vid Unit <sup>1</sup>	75%	100%	100%	100%
Vid Phone Console	20%	70%	100%	100%
Concealed Item <sup>2</sup>	20%	5%	5%	5%
<b>Bedroom</b>				
Bed	100%	100%	100%	100%
Spare Bed	50%	10%	10%	50% <sup>3</sup>
Wardrobe	90%	100%	100%	100%
Second Vid Unit	No	5%	50%	90%
Concealed Item <sup>2</sup>	20%	5%	5%	5%
<b>Kitchenette</b>				
Small Table & Chair	40%	30%	10%	No
Servorama Food Preparer	50%	95%	100%	100%
Garbage Grinder	100%	100%	100%	100%
<b>Bathroom</b>				
Bath	100%	100%	100%	100%
Lavatory	100%	100%	100%	100%
Vibro-Pool	No	No	5%	50% <sup>4</sup>
<b>Dining Room</b>				
Large Dining Table	No	No	100%	100%
Chairs (D4+4)	No	No	100%	100%
<b>Other Items</b>				
Service Droid	No	No	1%	80% <sup>1-2</sup>
Home Computer Terminal	No	No	5%	50%
Other Luxury Item(5)	No	No	5%	80%

- 1 The Vid-Unit will be on a small table or support, with 2D10 Vid-Slugs.
- 2 See below.
- 3 This will be an air-bed or some similar special variant.
- 4 This will be instead of, rather than in addition to, an ordinary bath.
- 5 As the GM decides.

Only one entry in this table requires an extended note; a *Concealed Item*. This may be a weapon, or an illicit substance, or something similar. Roll on the *Concealed Item Table* to determine its nature. Items in *italic* are not necessarily illegal, but some may be highly suspicious! Weapons listed in *italic* are legally licensed to the owner. Such items are always carefully hidden, and will not simply be found by a Judge walking in and using a *Spot Hidden Item* Special Ability; he will need to check out the mattress, wardrobe, dirty linen basket, or wherever the GM has decided to hide the item.

Fill in details as you wish - for example, a computer disc might have industrial secrets on it; documents might be being used for blackmail, and so on.

If an apartment does have some concealed item like this, then the adult occupant(s) of the apartment know about it. This does not mean that they are habitual Perps with a long criminal record - a roll is made for this later (see below) - but it *does* mean (at least, in the case of illegal items) that Judges should be considering what sentences they're going to hand down!

**CONCEALED ITEM TABLE**

	Apartment Quality			
	Poor	Standard	Superior	Hyperlux
Adifax, 1D6 grams	-	01	01-02	01-05
Comics, 2D10	01-10	02-10	03-10	06-10
Computer Disc	-	11	11-14	11-12
Documents	11-20	12-20	15-20	13-20
Gizmo <sup>1</sup>	21	21-22	21-24	21-25
Hand Gun (licensed) <sup>2</sup>	22-25	23-30	25-30	23-30
Hand Gun <sup>2</sup>	26-40	31-38	31-34	31-32
Scatter Gun (licensed) <sup>2</sup>	41-42	39-45	35-40	33-37
Scatter Gun <sup>2</sup>	43-55	46-52	41-45	38-41
Stub Gun	56	53	46	42
Stump Gun <sup>2</sup>	57-60	54-57	47	43
Spit Gun Mini-Pistol (licensed) <sup>2</sup>	61-62	58-60	48-52	44-50
Spit Gun Pistol <sup>2</sup>	63-68	61-63	53-54	51-52
Spit Gun Carbine <sup>2</sup>	69-70	64-65	55	53
Sugar (1D3 kilos)	71-75	66-71	56-63	54-62
Tobacco (5D10 grams)	76-85	72-80	64-70	63-67
Umpty Candy (2D10 grams)	86-88	81-85	71-76	68-75
Vid-Slugs, Prohibited (1D10)	89-94	86-94	77-90	76-90
Weapon, Special <sup>3</sup>	95	95	91	91-92
GM Choice or Re-roll	96-00	96-00	92-00	93-00

1. A *gizmo* is some technical item, which can be almost anything you want.
2. Weapons come with 1D6 magazines of ammunition.
3. GM choice, but avoid anything too drastic (e.g., a disintegrator).

You may wish to use the system given in the *Judge Dredd Companion* (*I Never Saw it Before, Judge!*) so that Judges can always find something illegal around an apartment if they look hard enough, if this suits the purpose of an encounter in an apartment.

Having determined the major items, you can build up the details if you wish. A Kitchenette will have cutlery, crockery, towels, tins of Muncie products, synthi-flake packets, etc; a lounge will have ornaments, bric-a-brac, a carpet or two, maybe some scatter cushions, and so on. In some cases, the personality of the occupant(s) will help add some unusual features - see the *Psychology Table* below.

## Other Locations

Contents tables are not given for other locations; there are so many possible locations, from Jetball stadiums to a myriad of shop types, that there simply isn't room here. The location descriptions given earlier will allow you to include items to fit the nature of the place.

**Shops** will typically have Shelving, Counters, a small Office with a desk, 2-4 chairs, a vid-phone console, and perhaps a security camera in the main shop room and a monitor in the office, plus a small store with crates and the like.

A **Med-Centre** will have waiting rooms with chairs and decor, consulting rooms with a desk, a table, 3-6 chairs, a bed and medical equipment, a surgical unit, and so on.

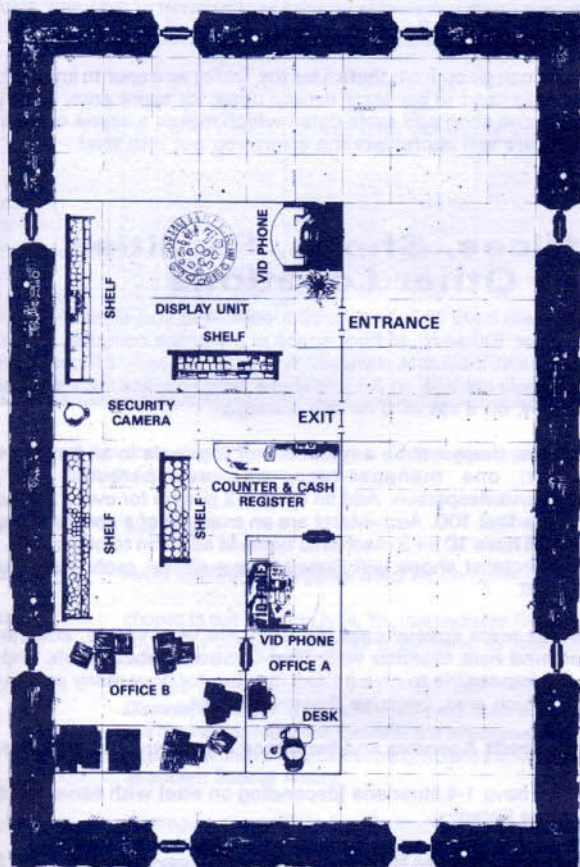
**Offices** will have 1-3 desks, 3-8 chairs, 50% will have a computer terminal, 75% will have filing cabinets (hard copy is still needed in the computer age!), and you can fill in minor details like wastepaper baskets, a kitchenette for preparing synthi-synthi-caff, and some relaxing decor in waiting rooms or the office of the nasty manager (e.g., in a bank).

It is easy to lay out such locations when you have the basic floorplan, with a little consideration of what actually goes on in the location. Special shops, for instance, may have special features - a bank or weapons firm would have a strongroom with an armoured door, an Auto Mart will have fuel tanks, cars, bikes, some machinery, possibly a conveyor belt, and so on. A typical shop layout is shown on the next page.

The descriptions and details given of the people typically found in such locations will also be useful, for Skill and Special Ability details will give you a better idea of what resources such people have and what other items they are likely to have about the place. And you can always use add other things - from the *Concealed Item Table*, for example, to leave a nasty little something in the bank manager's desk if you want!



## RENKO'S SUPERMART (very basic)



## OCCUPANTS OF LOCATIONS

### Apartments

You already know how many people live in apartments; 20% of apartments have one occupant, 80% have D4+1. *Apartment Table 4* below details the occupants and what they do. It is easiest to assume that, if two adults are occupants, they both have the same job status, but you can determine their criminal records separately if you wish.

A *Standard Profiles Table* is given later on, in case you need statistics for the occupants. *Apartment Table 4* details adults only; fill in details of brats as you wish (no reason why you can't have an 8-year-old Umpty Candy pusher if you like!).

**APARTMENT TABLE 4:  
APARTMENT OCCUPANTS**

	Poor	Apartment Quality		
		Standard	Superior	Hyperlux
Occupation				
Unemployed	01-96	01-90	01-80	-
Worker	97-99	91-97	81-92	01-05*
Service Worker	00	98-00	93-97	06-12*
Professional	-	-	98-00	13-00
* This is very suspicious! How do they afford it??				
Criminal Record				
Innocent (!)	01-20	01-45	01-65	01-65
Past Record	21-55	46-70	66-80	56-75
Current Crime	56-75	71-88	81-92	76-92
Past Record and Current Crime	76-00	89-00	93-00	93-00

### Using Apartment Table 4

*Unemployed* is self-explanatory. *Workers* work in tedious and menial jobs such as being check-out girls at wonderamas, supervisors at

robofactories, or shuggy hall attendants. *Service workers* work in minor clerical jobs in offices, in security, in travel agencies, and suchlike. *Professionals* are office managers, psychologists, medics - and also those people fortunate enough to make a good living through some hobby or ability or by sheer hype, as in the case of Mega-City One's monstrously untalented entertainment artistes. You can easily devise an appropriate job for any employed citizen from the table above and a quick reference to the tables given previously for the offices, facilities, and shops at which they will work. Note also that occupants of apartments are 40% likely to be at home when Judges call on them (you can modify this if they work, so that they will certainly be out during the 'office hours').

For the citizen's crime record, *innocent* shows the citizen has no criminal record and hasn't committed any crimes; *past record* shows that he has a criminal record for 1D3 offences (+2 for *poor* apartment occupants) but is not guilty of any unbooked misdemeanour or crime; *current crime* shows that although the citizen has no past criminal record, he has committed some crime which hasn't been recorded; and *past record and current crime* shows that he has a criminal record and has also committed other crimes.

To determine the type of crime, roll D100.

- 01-70 Trivial crime (littering, spraying, cheeking a Judge, traffic offence, etc).
- 71-95 Carries a sentence of 1-10 years (common assault, possession of stolen property, criminal damage, bribery, etc).
- 96-00 Serious crime (murder, blackmail, armed robbery with violence, bodysharking, etc).

In the last case, the citizen will either be very old (having served a *long* time in the Iso-Cubes) or else definitely on the run from the Law (if a life sentence is involved!).

You can determine the precise crime from the short lists above or from reference to Chapter 4 of the *Game Master's Book* for the *Judge Dredd Role-Playing Game*, but you should try to tailor the crime to the 'social class' of the occupant (for example, upper-class people commit fewer crimes of violence, but will indulge in bodysharking, blackmail, etc).

Moreover, if the occupant is a Perp, you may wish (rather than using the standard Citizen Profile given below) to use the Profile from the *Game Master's Book* for a Mobster, Tap, etc, depending on the crime.

### Personality and Appearance

Determining the personality of the occupant is usually not necessary. Roleplay any encounters normally, and assume that the citizen is within the normal range for being extrovert or introvert, relaxed or anxious, and so on (but the lower the social class, the higher the normal stress). However, you can use the *Psychology Table* below to determine 1-2 unusual traits for the citizen; if you use 2 rolls, ignore combinations which don't seem to work.

You can use the *Psychology Table* if you deliberately want the citizen to be unusual for some reason, or you can assume that 10% of citizens (roll of 0 on D10) have an unusual personality. Don't forget that Perps with a guilty conscience (maybe they have a stash of adifax in the wardrobe!) will certainly be more anxious than usual, but this may not necessarily be obvious!

**PSYCHOLOGY TABLE**

D100 Roll	Personal Idiosyncrasy
01-05	Child hater
06-10	Fetishist
11-13	Futsie
14-20	Law Admirer
21-29	Law Hater
30-39	Obnoxiously Rude
40-55	Paranoid
56-64	Social Activist
65-79	Trank Dependent
80-85	Very Anxious
86-90	Very Introverted
91-93	Very Extroverted
94-98	Weird Hobby
99-00	GM's Choice



Most entries are self-explanatory, but extreme traits shouldn't be made absurdly dominant in role-playing (except for Futsies!). For example, *Paranoids* are often secretive, and may reveal their delusions about them and their persecutions (via sonic hypnotism and Klegg mind-bending microwave thought implanters) to someone only after talking to them for some time. *Weird Hobbyists* have collections of memorabilia (such as the latest craze, 20th Century antique Plaster Wall Ducks), alien items, specialized Vid-Slugs, or may just be particularly demented sports fans if you prefer. You can use the *Psychology Table* for determining such odd traits for any citizen or Perp, and not just apartment dwellers.

Finally, there's the question of the appearance of citizens. Tables for these are hardly necessary; if you need to make a random determination, just assume that citizens are 21-75 years old (6D10+15) or thereabouts, that they are 5' 6" +1D10" (males) or 5' 0" +2D6" (females) and look fairly ordinary. You might allow a 1% random chance of a secret, hidden mutation, or a 5% chance of some other unusual feature such as a large facial scar, a huge wart on the nose, a couple of missing fingers, plasteen surgery which enhances appearance, different coloured eyes, a hunchback, an unusual gait or stoop, or suchlike. Determine as you wish or select from the menu just presented! Of course, if you particularly want (or don't want) a citizen to have some special feature, you can decide this without needing to roll dice.

Always remember that while all the tables are useful for quick reference, with a little extra advance planning and detailing you can easily embellish the basics into an entertaining and detailed, description, as this example shows...



## A Sordid Existence

A GM is designing an apartment room and occupant(s). This is apartment 219-44 in a poor quality *Pre-Atomic War Block*. A D100 roll of 14 shows that the apartment only has one inhabitant.

The GM rolls on *Apartment Table 3* to determine basic room contents; we'll just consider the lounge here. The table indicates 1 chair, a Vid unit with 4 Vid-Slugs, and that's all! This seems pretty bleak, so the GM decides to add some extra detail. To do that, he decides he'd like to find out more about the person who lives in the apartment and fit the extra detail to the personality.

D100 rolls of 81 and 77 on *Apartment Table 4* shows that the citizen is unemployed, has a criminal record, and has committed some other crime the Law doesn't know about! Further, a roll of 99 shows that this is a major crime! This is getting interesting. Clearly, since this Perp is at liberty, this wasn't the crime the Perp was booked for (since 1D3+2 gave a total of 3, the GM decides that the other crimes were littering, throwing up over a public monument, and cheeking a Judge - minor stuff only).

The GM has decided he'd like this citizen to be odd in some way, so he rolls on the *Psychology Table*; the roll is 64 - *Social Activist*. Thinking about it for a few moments, the GM begins to think up some more details of Sleazy Edwina Biryani's life and hab. He decides to make her (after deciding it is a her) an anti-Fats fanatic, and so decides that she was the one responsible for fire-bombing Two Ton Tony Thunderguts two weeks ago...

Given such a violent act, the GM decides that she has a weapon, without rolling on the *Concealed Item Table*. Checking down the list, he chooses a Stump Gun with 4 magazines of ammo, and decides that these are stashed in the lounge, under an upturned crate on which the Vid-Unit rests (adding a little extra detail). He decides that one lounge wall is decorated with a poster of a Fats with a target inked in on the guts.

Following up on Edwina's violent nature, the GM decides that the Vid-Slugs are *RamBot - First Droid*; *Apocalypse War Now*, *Sunday Night Fever* (starring Jon Revolva - for a little variety!), and *The Texas-City Las-Saw Massacre*. His imagination fired up, he places a camouflage

jacket (*RamBot*-style) draped over the chair, a book of anti-Fats propaganda on the floor by the chair, a four-pack of *Munskas Special Brew* (one drunk) stashed in a carlot in one corner of the room, a couple of illegal cigarettes in the jacket pocket...

And you can go on from there. Use the Tables as a spur to imagination; there is no need to generate minute detail for every area, but a little thought can soon add extra detail which makes a scene come alive, and players will appreciate the effort you put into this!

## Offices, Shops, Facilities, and Other Locations

**Offices** will have at least one occupant, and you should allow 1D4 people per 100 sq.m. of floor space in the office complex. There will always be at least one manager-type (for company offices), and for other people roll 1D6; on 1-5, the character is an office menial or clerical dogsbody, on a roll of 6 he is a manager.

For **shops**, there will be a minimum of 3 people in all but the very smallest; one manager-type, one salesperson, and one handyman/salesperson. Add an extra 1-2 people for every 200 sq.m. above the first 100. Auto-Marts are an example of a special shop, for these will have 1D3+3 mechanic types in addition to other staff, and other specialist shops will likewise have similar technically-skilled personnel.

**Facilities** are a special case, for they are very varied, and can be considered here together with **Med-Centres**, **Roboschools**, and the like. It's impossible to give a fixed number for how many people you get in which area, because these vary a lot.

**Banks, Credit Agencies and Insurance** can be treated as *Offices*.

**Libraries** have 1-4 librarians (depending on size) with servo-droids in very large libraries.

**Counselling Services** have 1-2 medics, 2D6 psychologists, and 2D6 auxiliary personnel (clerical staffers, etc; larger numbers in larger facilities).

**Security** firms will have 1-10 security personnel about the place in addition to normal office staff.

**Roboschools** will have only 1-2 human teachers and 4D6 Roboteachers (in *Con-Apts*, 75% of schools have real teachers, 1 per 100 sq.m. of floor area of the school, with a few robots as well).

**Med-Centres** will have 3D6 medics and 4D10 auxiliary staff (again, larger numbers for larger Centres).

You should also include a few ordinary citizens in many such locations, approximately 1 per 50 sq.m. of floor area; these are shoppers, people enquiring at offices, waiting for services, begging for a bank loan (some chance!), and so on, depending what services or products the area offers. In **Jetball stadiums** and **Mega-Bop Palaces**, there may be tens of thousands of citizens, of course.

## Profiles

The *Standard Profiles Table* below can be used when you need statistics for these citizens. You can use the *Standard Citizen* profile for any such person - including all menials, auxiliary staff, minor clerical staff, etc. If you wish, you can increase one score and give a Special Ability of your choice - for example, an office menial with a Tech Skill of 45 and the Special Ability of *Use Data*.

The *Superior Citizen* profile can be used for any young, fit, athletic type of citizen; the *Crumbly Citizen* profile can be used for OACs or other citizens who are rather past it. *Librarian*, *Mechanic*, *Manager*, *Medic*, *Psychologist*, *Security Man*, *Service Engineer*, and *Teacher* are all self-explanatory, and it should be easy to decide when to use these profiles.

If you can't be bothered to roll the 2D10, 3D10, etc, just take D10=5 and multiply accordingly (for example, taking 3D10 as 15). The profiles shown may need altering in special cases - for instance, a large druggerie would have a manager-type with the skills of a pharmacist, and thus a Med Skill score of 55 or so. You can easily add such features to unusual citizens working from the basic profiles.



## STANDARD PROFILES TABLE

Citizen Type	S	I	CS	DS	TS	SS	MS	PS
Citizen, Standard	1-2	3D10	2D10	3D10	2D10	4D10	1D10	2D10
Citizen, Superior	1-3	4D10	3D10	3D10	2D10	5D10	1D10	2D10
Citizen, Crumbly	1	2D10	1D10	1D10	2D10	2D10	1D10	2D10
Librarian	1	3D10	2D10	2D10	58	3D10	1D10	2D10
Mechanic	2	4D10	3D10	58	58	5D10	1D10	2D10
Manager	1-2	3D10	2D10	3D10	45	45	1D10	2D10
Medic	1-2	3D10	2D10	3D10	45	4D10	75	2D10
Psychologist	1-2	3D10	2D10	3D10	4D10	58	58	3D10
Security Man	2-3	45	58	4D10	4D10	4D10	1D10	2D10
Service Engineer	1-3	4D10	3D10	3D10	72	4D10	1D10	2D10
Teacher	1	3D10	2D10	2D10	-----Special-----			2D10

Some of these citizens will have Special Abilities. Ones suggested here which will match the high Skill scores above are:

Librarian	<i>Use Data 2.</i>
Mechanic	<i>Avoid Collision, Emergency Stop, Fit Component 2.</i>
Manager	choose to suit business type. You may increase Street Skill and add a Special Ability like <i>Interrogate</i> , for example.
Medic	<i>Analyze Chemical, Emergency Resuscitation, Recognize Disease</i> , and allow for Special Ability-like skills in treating and diagnosing mundane diseases and infections. 20% of Medics will have a Med Skill score of 80 and the <i>Administer Treatment</i> Special Ability.
Psychologist	<i>Interrogate, Sense Guilt, Psychology, Psychotherapy</i> . Treat <i>Sense Guilt</i> as being an analogue of <i>Sense Perps</i> and <i>Psychotherapy</i> as self-explanatory (and largely useless).
Security Man	<i>Crack Shot, Instant Reactions, Knock Out.</i>
Service Engineer	<i>Recognize Component, Fit Component 2.</i>
Teacher	this is a special case; the teacher will have knowledge equal to having some Special Ability or other, but this may be in various fields of knowledge (medical, technical, history, physics, etc.) as you choose.

## And...The Perps!!

No 'random encounter' tables are given here, since these are not likely to be useful to you in running adventures. Instead, two groups of Perps are detailed for you to use as semi-random encounters, when nothing much is happening, or if you want to make life difficult for the Judges or put time pressure on them by introducing a distracting incident.

### The Shop Raiders

This is a moderately tough encounter. The Poindexter Gang is a group of three tough and determined Perps who can be encountered raiding a shop (any kind you choose), stealing cash, valuables, etc.

'Mad Dog' Poindexter: S3, I34, CS44, DS30, TS27, SS47, MS19, PS00. He has the Special Abilities of *Crack Shot* and *Sector Knowledge*. 'Mad Dog' is around 5' 8", 170 lbs., in his early 50's, and is balding and wears glasses. He carries a Stump Gun with a spare magazine,

a knife, and a helmet (50% armour protection for his head) which he takes from a carlot before raiding a shop; he wears grey clothing. He is a determined Perp and will not surrender. He has 4 Actions per Combat Round, on Phases 2/4/6/8.

Ollie 'The Hunk' South: S3, I45, CS37, DS29, TS35, SS44, MS20, PS39. He has the Special Abilities of *Avoid Shots* and *Evade Pursuit* (adds +10% to chance of evading pursuing Judges, and he can guide the whole group with this Ability). Ollie is in his early 40's (but looks younger) and is tall, dark, and handsome, being lean and well-muscled. He carries a Spit Gun Pistol and an Electro-Prod. He will not surrender. He has 5 Actions per Combat Round, on Phases 1/3/5/7/9.

'Fast' Dicky Seacord: S2, I39, CS31, DS59, TS37, SS38, MS34, PS28. He has the Special Abilities of *Drive Fast* and *Fast Mount*. Seacord is in his late 40's, 5' 10", 160 lbs., and has short-cropped grey hair. He carries a Scatter Gun and a knife, and in one pocket of his jacket he has a gram of adifax; he is an addict, and without this drug he ages (to age 70 or so) very quickly. He has a -20% surrender modifier so long as neither Poindexter nor South have been Wounded. He has 4 Actions per Combat Round, on Phases 2/4/6/8.

Seacord is an expert getaway driver and has the gang's escape vehicle (a souped-up Turbo 200 Astro Ghost; add +10% to Max Speed, Full Speed, etc.) parked in the nearest vehicle park.

These Perps have no ID and no criminal record (they've never been caught), and they cannot be traced to any apartments since they live in a basement below the Shuggy Hall of Bob 'Piece of Cake' MacFarlane. Add extra details, items of clothing, minor possessions (like a signed photograph of mega-notorious Perp 'Tricky' Dick Nixoff), as you wish.

### The Stoned Punks

This rather pathetic band can be found almost anywhere. Note that the Initiative scores for this group should be halved in play, for they are permanently under the influence of illegal tranks (and you can set a trail to their supplier if you wish, via forensics or a confession...). The Cockburn Slow Boys are pitifully incompetent Perps, incapable of carrying out even the slowest and simplest plan of action on time, and they never get anything done. They can be met scrawling, mugging an OAC, trying to break into an office, or anywhere else you choose. Use this encounter for fun.

Paolo 'Slow Boy' Cockburn: S2, I29, CS27, DS5, TS17, SS30, MS9, PS21. He is just past 30, 5' 11", and has prematurely silvered dark hair which has been ineptly coloured with nicotine-stain-coloured streaks. His only weapon is a knife, although he has 7 comics (illegal!) stashed inside his out-dated 'fashion' jacket. Stoned, he has but 2 Actions per Combat Round, on Phases 4/7.

Stavros 'Donner' Mercouri: S2, I44, CS37, DS27, TS35, SS41, MS20, PS00. He is 28, 5' 8", of swarthy complexion. He has the Special Abilities of *Duck* and *Evade Pursuit* (unaffected by his tranked state). He carries a Stump Gun and a pair of knuckledusters (+1 Effect Modifier to normal Fist attack in hand-to-hand combat). Stoned, he has 3 Actions per Combat Round, on Phases 3/6/9.

Ali and Muammar Gorbimioni (twins): S2, I32, CS29, DS20, TS21, SS36, MS19, PS37. They are 25, 5' 10", and again of olive-skinned complexion and dark features. Each of them carries a Laser Pistol (!) and Ali has three cigarettes (illegal!) inside a jacket pocket. Stoned, each has 2 Actions per Combat Round, on Phases 4/7.

This bunch live (respectively) in apartments 17-55, 18-28, and 27-86 (the twins share) of the *Pre-Atomic*, poor-quality Geoff Howe Block. Each has a criminal record for minor offences (scrawling, littering, conspiring to urinate in a public convenience, etc.).





## ●Using These Floorplans with WARHAMMER 40,000

In the gently smoking ruins, three figures stooped over the box. How it had survived the destruction of a building was a miracle, and they approached it with caution.

'+++ Material analysis follows +++' crackled the hand-comp, '+++ Main construction: vegetable +++ reconstituted main stem: genus dendro +++ coating: same plus traces various metals in polymer base +++ identified cadmium, cobalt...'

'End analysis,' ordered Captain Bolland, 'Structure.'

'+++ Structure +++ hollow +++ contains sheets same material +++ tech level estimate: low to medium +++'.

'Yes, but is it dangerous?' asked Sergeant Kennedy.

'+++ Physical threat zero +++'.

'Indeed,' muttered Inquisitor Tharg, gingerly picking up the box. 'The moral threat remains to be assessed.' He opened the box, his plasteel-gloved hands moving with a delicacy that belied their servo-amplified power.

The contents were revealed as a number of sheets of the strange material. Twenty or so were fixed together by two short bars of fine wire, while the rest were loose in the box.

'Hmmm...' mused Bolland, peering over Tharg's shoulder at one of the loose sheets, 'They look a lot like vis-plans - ah, your pardon, Inquisitor.' He backed away from Tharg's raised bolter.

'As you may recall,' said the Inquisitor drily, 'I said that their moral threat had yet to be assessed.'

'Mind you,' he continued after a few seconds' perusal of the sheets, 'Your interpretation does seem to be superficially correct. They appear to be plans of a building interior of some kind.' He leafed through the metal-joined bundle.

'Symbols of some kind,' he muttered, half to himself, 'And the method of keeping them together reminds me of some of the Order's most ancient and holy texts.' He placed the document under the hand-comp's scanner and pressed a button.

'+++ Translating +++' it buzzed, '+++ Evaluation follows +++ building plan generation system plus scale plans +++ apparently for use with combat simulation system name Judge Dredd - The Roleplaying Game +++ many terms not in standard compdict +++ Dredd +++ spug +++ grud +++...'

'End analysis,' ordered Tharg. 'A building generator for a combat simulation...' He paused in thought for a few seconds.

Before anyone could stop him, Sergeant Kennedy siezed one of the plans.

'Yeah...' he breathed. He reached into an equipment pouch and fished out a tiny but perfectly-detailed model of a Space Marine, cast in optipolymer and painted in the colours of his own Space Wolves uniform.

'Look!' he said with mounting excitement, 'They're perfect for skirmish

simulations! The grid's for controlling movement, and you've got markers for walls, and doors, and various obstacles...'

**BRRRRADOOOMM!!**

Inquisitor Tharg lowered his smoking bolter.

'I have not yet declared them morally sound,' he said flatly. 'I must consult with my superiors.' He replaced the sheets in the box and picked it up.

'You will, of course, report the neutralisation of the booby-trap that killed your Sergeant,' he said over one shoulder as he left.



The floorplans in this set are approved by the Inquisition as morally pure and suitable for use with Warhammer 40,000. The Inquisition hands down the following additional rulings:



**An objective that is mapped is already taken**

Attributed to Mordin Barr, Gorgon's Eye Recon Section, Dark Angels

## ●INTRODUCTION

These rules are intended to provide a simple starting point for fighting Warhammer 40,000 - Rogue Trader battles using the floorplans supplied in this box. They will work for any surface marked with a square grid, so you can make more floorplans of your own if you want to, or expand your collection with Games Workshop's Dungeon Floor Plans range.

These rules are not intended to be comprehensive; they are guidelines only, and you are quite free to amend, adapt or ignore them as you see fit. There are only two firm rules when using floorplans in Warhammer 40,000 games:

1. Both players must agree on any special rules before the game starts.
2. If there is a GM, then the GM has the final say over everything to do with the rules.

For games in which buildings are no more than 'scenery', the rules for fighting by Section (as given on pp36-8 of the rulebook) are adequate. The rules in this booklet are suggested expansions for the Mapping option (p36). They are most useful when fighting within buildings or complexes which are as big as a tabletop, rather than the smaller structures which are generally represented by individual model buildings on the tabletop. However, these rules can also be used for playing out fights inside smaller buildings in detail, if you should wish to do so.

Most of these suggestions concern movement and measuring, although there are some notable weapon and cover options. Obviously, the normal Warhammer 40,000 rules apply unless there is an explicit note to the contrary.



## BATTLEFIELDS

The universe of the fortieth millenium provides many opportunities for battles in large buildings or in vast urban complexes, such as:

### The Hive Worlds

The Hive Worlds are planet-cities; almost their entire surface is covered by endless buildings. Their skyscrapers stretch hundreds of stories into the air, and their basements dive as far or further, deep into the very body of the world. These places are home to billions of people, a fortunate few living in the opulent penthouses which grace the upper levels of the city, but most enduring a life of unending misery in the awful, overcrowded slums of the middle and lower levels. More detailed notes on the Hive Worlds and their inhabitants can be found in the following pages.

### Large Installations

The plans are also useful for depicting the interiors of huge buildings which may be found throughout the **Warhammer 40,000** universe. There are many such structures: massive power plants, weird alien constructs on distant spheres, human-built complexes of various types, spaceports, military installations, strongholds - even the insides of huge spacecraft. These can all be represented using the plans in this set.

## MOVEMENT

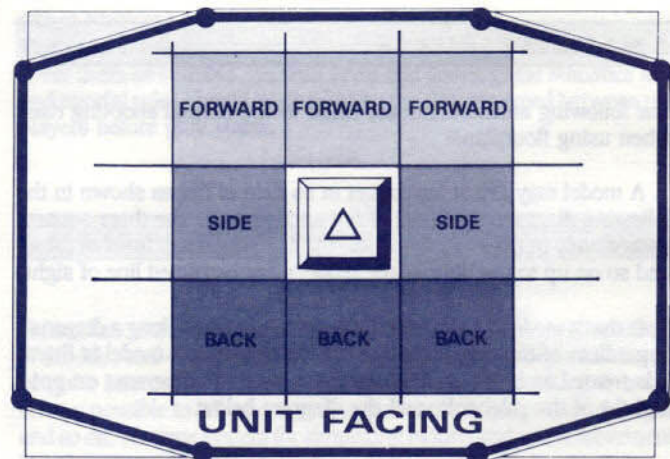
When using these floorplans, the normal **Warhammer 40,000** movement rules apply, as given on pp14-16 of the rulebook. We suggest the following modifications:

1. Treat each square as 1" from side to side, and 1½" from corner to corner.
2. During the *Movement Phase* a model may enter any of the squares labelled 'Forward' on the (facing) diagram opposite.
3. A model may make one free 90° turn at any time during a move, including the beginning. Further turns may be made, but at the cost of a reduction in movement allowance, as follows:

90° ½"  
180° 1"

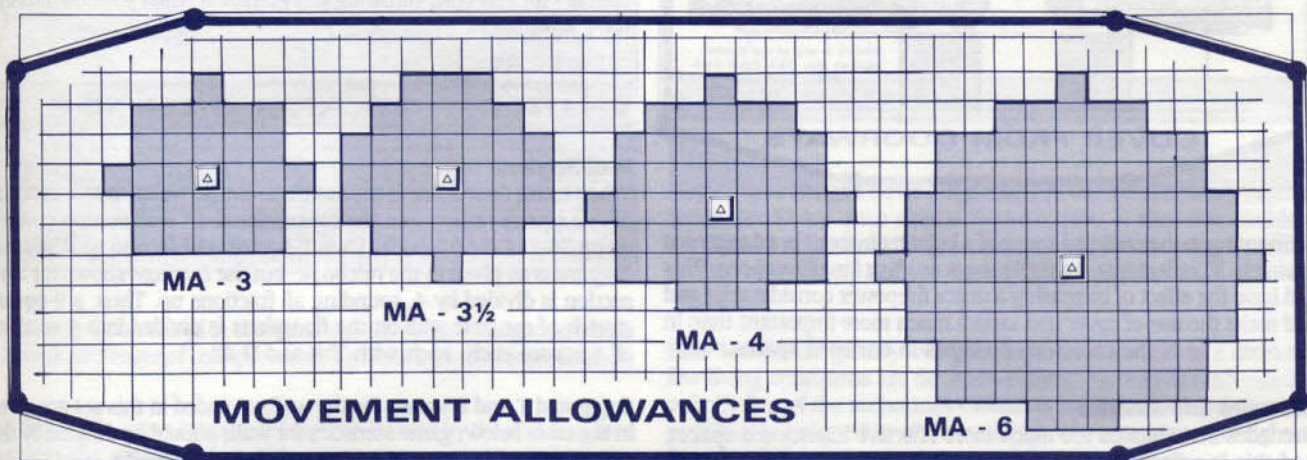
Of course, turning changes the model's facing, and thus redefines which squares are 'Forward', 'Sides', and 'Back'.

In the diagrams below, a creature with the movement allowance shown can move anywhere within the shaded area, provided that there are no obstacles or *difficult ground* in the way.



Note that these diagrams refer to a creature's movement allowance rather than its **M** score. For example, an Ork in mesh armour (**M** 4, movement allowance 3½") uses the **MA-3** chart. Note that in some circumstances a creature may not be able to use its full movement allowance.

4. Models can move through open doorways at no penalty. For closed and locked doors, consult the section on *Doors* below and pp37-38 of the rulebook.
5. A model may not move through a square which is occupied by another model, under any circumstances. A model which moves into a square adjacent to an enemy model is automatically engaged in hand-to-hand combat unless the opposing player does not wish to take up this option.
6. Furnished or cluttered areas count as *Difficult Ground*, and can only be traversed at half rate.
7. Areas with collapsed ceilings or very dense wreckage or machinery count as *Very Difficult Ground* and can only be traversed at quarter-rate.
8. The GM can designate areas as *Impassable* at his discretion.
9. Unit members need not remain within 2" of each other, but must be in the same room or enclosed space, or an adjoining one.
10. *Obstacles* are common inside large buildings, and are left to the GM's discretion when laying out the battlefield. This set includes a range of obstacles, including crates, machinery, large pipes, counters, and furniture. These are treated according to the rules for obstacles in the main rulebook, and it costs a creature half its movement allowance to cross them; in many cases, though, it is possible (and easier!) simply to go round them.



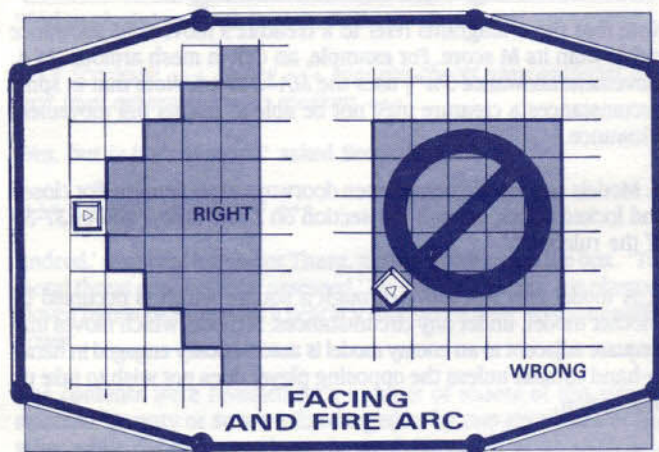


## • SHOOTING

The following amendments are made to the normal shooting rules when using floorplans:

1. A model may fire at any target in its field of fire as shown in the following diagram. The field of fire encompasses the three squares immediately in front of the model, the five squares in front of these, and so on up to the limit of the model's unobstructed line of sight.

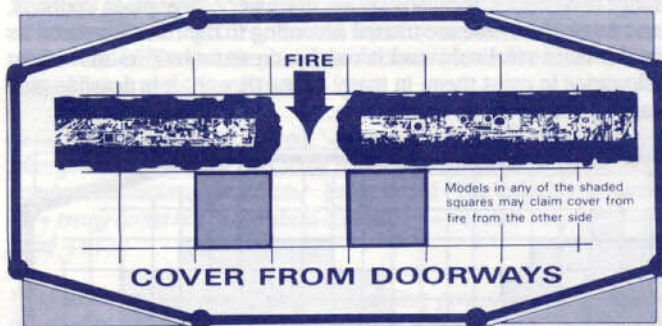
Note that a model should never be positioned to face along a diagonal. Regardless of the actual type of base with which a model is fitted, it is treated as being on a square base - see the diagrams on pp17 and 24 of the rulebook, and the diagram below.



2. Normal *Line of Sight* rules apply (p17). The GM's discretion will be needed to determine if furniture or fixtures block the line of sight. The grid will help establish if models can fire at targets in adjacent rooms through open portals or doorways.

3. All normal *Hiding* rules apply (pp17-18).

4. Normal cover rules apply, as on pp. 18-19; since one grid-square is treated as 1", cover is negated if both target and shooter models are in squares adjacent to the cover. A model can claim cover from a doorway or portal.



5. Shooting in the enclosed space of a building interior is a dangerous business. To reflect this, treat all ranges as *short* for all weapons. This will have the effect of increasing a unit's firepower considerably, and will make the use of cover and tactics much more important than in the open - as is the case with firefights in enclosed spaces.

### Grenades and Missiles

Grenades and Missiles are much more effective in enclosed spaces, and this is reflected in two ways.

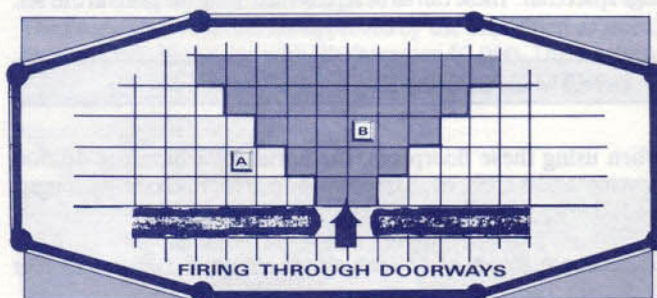
Firstly, all grenades and missiles have an area of effect equal to the area in which they explode, stopping only at the walls. This is because an enclosed space will contain and concentrate a blast or other area effect, making life a lot more unpleasant for anyone in the way. Models within 1 square of an open hatch or doorway leading to a room in which a grenade or missile explodes will also suffer the effects on a roll of 4-6 on a D6.

Secondly, there is no need to roll for deviation when using grenades or missiles against opponents who are in the same room - they will 'hit' automatically.

Using grenades or missiles against opponents in an adjoining room is different, since you have to be sure that the shot or throw makes it through the doorway. Make a BS check on 1D6 for the thrower/firer, modifying BS as follows:

doorway 1 square wide or smaller	-1
window or hatch	-1*
firing at angle of 45° or more	-1

\* or more, at the GM's discretion.



In the diagram, model B incurs a -1 penalty for firing at a narrow angle, while model A does not.

The GM always has the option to impose further modifiers according to the circumstances.

If the check is successful (i.e. the dice roll is equal to the modified BS or less), the grenade or missile explodes in the adjoining room; if not, it explodes in the same room as the firer/thrower.

These weapons are extremely powerful in a confined space, and great care needs to be taken when using them. If you throw a grenade at a model in the same room as you, for instance, you will suffer as much as your enemy! There are occasions when this tactic will work, of course - for example, throwing gas grenades when your own troops have nose filters.

## • BUILDINGS AND DAMAGE

### Wall Sections

When using floorplans, it is possible to divide walls up into sections of one square rather than the conventional 4" wall section covered on pp 36-7 of the rulebook. Each 1-square wall section has the same *Toughness* as given in the rulebook, but the *Damage* shown for a 4" section is divided by 4, rounding all fractions up. Thus, a 9-square stretch of concrete wall on the floorplans is divided into 9 sections of 1 square each, each with T 8 and D 2.

Suggested T and D scores for the walls included in this set are given in the table below; game statistics for walls should be decided by the GM or agreed between the players before play starts.



Wall Type	Toughness	Damage per Square
Armoured	10	8
Reinforced	10	6
Heavy	8	4
Panelled	7	2

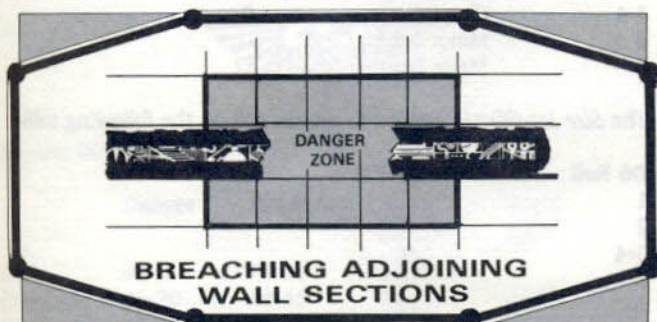


### Breaching Walls

Any model in a square adjacent to a wall square can automatically hit the wall with any appropriate hand-to-hand weapon. Ranged weapons automatically hit any wall they are fired at.

A wall section is breached when reduced to 0 *Damage*, permitting movement through the breach at the cost of a quarter of the model's move as for a normal obstacle.




A breach in a single wall section carries no danger of collapse, but if two or more adjacent wall sections are breached, roll a D6. If the result is *less than* the number of adjacent wall sections breached, the wall collapses, and each model in a breached square or an adjoining square must make a normal saving throw or be killed by falling rubble.



In the diagram above, four adjoining wall sections have been breached. A D6 is rolled, and on a result of 1-3 the wall collapses in that area. Every model in the shaded area must make a saving throw or be killed. The rubble-filled area is counted as *very difficult ground*.

### Doors

Doors are treated in the same way as walls. For most purposes, the doors in this set may be treated as follows:

Door Type	Toughness	Damage per Square
 Light Steel	6	3
 Heavy Steel	6	5
 Armoured	6	10

Doors may be breached in the same way as walls, a section at a time - there is no danger of collapse resulting from the breaching of a door.

As with walls, game statistics should be decided by the GM or agreed between the players before play starts.

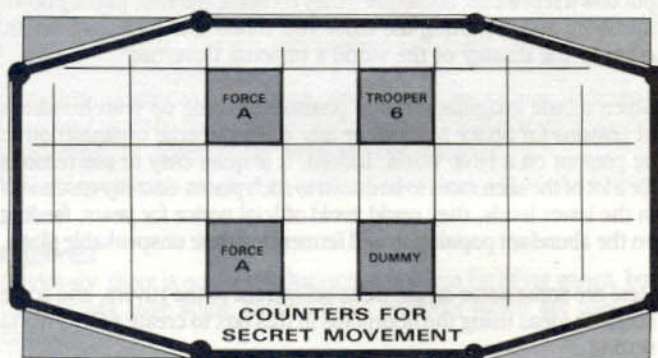
### Other Fixtures

There are too many fixtures and accessories in this set to be able to cover them all in detail. As with walls and doors, game statistics and special rules should be decided by the GM or agreed between the players before play starts.

## • SECRET MOVEMENT

Skirmishes within buildings will normally involve only small numbers of models, and even squad level games of only 10 models a side can be quite interesting in a confined space. Inside a building, it is not always possible to tell where your opponents are, judge their strength and so on, so some system for simulating hidden and secret movement is necessary.

One simple option is the *Counter Method*. Each player prepares a stack of counters; one for each model in his force, and a number of dummies or blanks. Any number of dummy counters can be used, but it is best to use one dummy counter for every 2 troop counters. This should be decided by the GM or agreed between the players before play starts.



Each player places and moves counters face-down, so that only he knows what his true disposition is. A counter is turned face-up when it fires or is fired on (*note: dummy counters cannot fire*); dummy counters are discarded, and troop counters are replaced with the appropriate models.

A further development of this idea is to allow only one player to use counters, while the other uses models. This works well if the scenario is one where one player is defending the building complex from the other. The defender places all his troops (counters) at the start of the game. The attacker now makes his first move onto the floorplans, and although he has some idea as to the defender's position, he will still not be entirely sure of what he is facing.

## • THE HIVE WORLDS

Mega-City 1 and the other mega-cities of the 22nd-century Earth of *Judge Dredd* are quite similar to some parts of the Hive Worlds of the fortieth millennium. Imagine a mega-city which covers the entire surface of a planet, and you have a fairly accurate vision of a Hive World.

Hive Worlds are grossly overpopulated, and for all but a fortunate few living conditions are far from civilised. Society is held together only by fear of the authorities - which is far from universal - and the populace is resigned to a miserable life of scavenging and fighting for what little resources there are.



The theoretical government of these places usually confines itself to dealing in the only real resource these worlds have to offer, the people! Imperial Commanders can be regarded as being little more than glorified slavers. They live in opulent palaces far above the dark, fetid slums of the lower levels and comfortably removed from the subhuman lives of the vast bulk of the population.

The Imperium itself is concerned only that emergent psykers are dealt with: either destroyed, or captured and shipped to the Emperor for processing. Given the enormous populations of the Hive Worlds, they are constantly visited by the agents of various Imperial organisations, and it is not unusual for members of the Administratum to be present on a Hive World in some numbers.

One particular Imperial body with a special interest in the Hive Worlds is the Legiones Astartes - the Space Marines. Nearly all Space Marine chapters dredge the lower levels of the Hive Worlds, searching for the toughest, meanest and most cunning survivors of one of the most hostile environments outside the Death Worlds. On many Hive Worlds, the Hivers have formed themselves into tribal gangs, and are constantly warring for space and resources. These battle-hardened Hivers form ideal stock for recruitment and processing. On other occasions, the Space Marines are seen as the best-equipped force to carry out missions on Hive Worlds, and are frequently called on to undertake raids or put down rebellions. Sometimes they combine the two, putting down uprisings and recruiting the most able rebels into their own ranks, often to the dismay of the world's Imperial Governor.

Given a little imagination, it is possible to come up with hundreds of reasons for Space Marines or any other Imperial organisation to be present on a Hive World. Indeed, it is quite easy to see reasons for a lot of the alien races to be drawn to such places. Secretly ensconced in the lower levels, they could avoid official notice for years, feeding on the abundant population and fermenting their unspeakable plans.

Here are some notes on the most belligerent of the Hivers, and some scenario ideas using the floorplans in this box to create a Hive World setting.

### Hive World Gangs

In the forbidding depths of the Hive World lower levels, the planetary authorities have all but given up trying to enforce the law and keep order among the population. The vast overcrowding and pitiful resources have caused these places to become as violent as any alien Death World. Men survive only on their ability to find, steal, or extort food. Base cunning and primal aggression are qualities which serve the Hiver well. Weakness and fear are his enemies, superstition and mistrust his way of life. It is no wonder, then, that the Hive Worlds are fertile hunting-grounds for the recruiting arms of the Legiones Astartes.

Even in such a place, humanity is gregarious, and the weak seek the protection of the strong. It is common for Hivers - especially in the lower levels - to band together for mutual protection, and to prey on the weaker and less organised. Each gang stakes a claim over a particular area, defending it against neighbouring gangs and trying to expand into their territory in a never-ending series of wars. Each group is ruled by the strongest or most cunning, who rules with an iron fist, never daring forget that many of his followers would love to take his place. Any transgression of the leader's will is punished by death - or rejection, which is but a slower form of death. The gangs constantly change, fragmenting when strong leaders die and involving themselves in an ever-changing pattern of alliances and oppositions.

Hiver gangs often adopt a name, reflecting their environment, their favoured fighting style, or anything else with which they identify themselves. On the Hive World of Tellus 15/01, gangs were recorded

with names such as The Bad Rad Boys, The Metal Maniacs, The Screaming Scabs and The Zeta Death Phalangites.

Typical Hiver gangs can be generated as follows:

### Size and Organisation

There is little real organisation amongst the Hiver gangs, which may number from a handful of semi-skilled fighters to several dozen combatants of near-military ability. For the purposes of small skirmishes, it is best to organise gangs into groups of between 5 and 12 individuals, in the same way as Space Marines are divided into squads. Each group will be led by a personality of Champion or higher status. Groups from rival gangs will never co-operate with each other, and at the GM's option they may *hate* each other. If more than one gang is represented in a game, each gang should be commanded by a different player, even if they are allied.

Each gang will be composed of a varying number of groups, and led by a personality of Hero status. For all but the largest games, though, it is best to deal in groups, as a gang almost never commits its full strength in a single action - 2-5 groups (use D4+1 for random generation) is typical.

The following tables are used to generate basic numbers for groups of Hiver gangers:

D6 Roll	Group Leader	Size Modifier
1-4	Champion	0
5	Minor hero	+1
6	Major hero	+2

The *Size Modifier* is applied to the die roll on the following table:

D6 Roll	Group Size
1	5
2	7
3-4	9
5	10
6+	12

This number includes the group leader.

Each ganger has a 10% of being a Champion.

*Example: The Wasteland Warriors of Gamma Horgan 7/15*

*A single group of Wasteland Warriors attack three Marines who have become cut off from the rest of their squad in the lower levels of the Hive World. A D6 is rolled for the group leader, and a roll of 5 indicates that he is a Minor Hero, as well as giving a Size Modifier of +1. The second D6 roll is a 3, modified to 4; this indicates that the group is 9-strong. The basic group, then, is eight gangers led by one minor hero. A D10 is rolled for each of the gangers, a roll of 0 indicating that one ganger is a Champion. No 0's are rolled, however, so there are no Champions in the group.*

### Profile

Hiver gangs have typical Human profiles, as follows:

	M	WS	BS	S	T	W	I	A	Ld	Int	Cl	WP
Ganger	4	3	3	3	3	1	3	1	7	7	7	7
Champion	4	4	4	4	3	1	4	1	7	7	7	7
Minor Hero	4	5	5	4	4	2	5	2	8	8	8	8
Major Hero	4	6	6	4	4	3	6	3	9	9	9	9



### Example

The gang player notes down the relevant profiles from the table.

### Equipment

This will be very varied and almost always poor; primitive pistols and hand-to-hand weapons are the most common equipment. Powerful or advanced weaponry will always be in the possession of the gang leader or his immediate entourage. Some gangs will have access to better equipment, but this is uncommon. All hi-tech devices are rare amongst Hiver gangs, simply because of the rarity of these items compared to the immense numbers of Hivers. The same can be said for armour, which will mostly be of *Flak* equivalent although it is possible that better types could be acquired and used.

Weaponry and equipment should be generated randomly for each ganger, although in large games it may be more convenient to assume that groups are identically equipped.

Typical equipment is as follows:

Sword/Knife Always - equal chance of either  
Antique Pistol 50%

plus 1 roll on the appropriate column of each of the following tables:



### Missile Weapon

	Ganger	Champion	Minor Hero	Major Hero
Bow	01-15	01-05	01-05	-
Crossbow	16-20	06-15	06-10	01-05
Handbow	21-25	15-25	11-20	06-20
Musket	26-35	26-40	21-30	21-30
Shotgun	36-50	41-60	31-55	31-50
Sawn-off				
Shotgun	51-75	61-75	56-65	51-65
Stub Gun	76-90	76-90	66-85	66-85
Special				
Weapon	91-00	91-00	86-00	86-00



### Special Weapons Subtable

	Ganger	Champion Hero	Minor Hero	Major
Auto-gun	01-05	01-10	01-15	01-05
Needle gun	-	11	16-20	06-15
Auto-pistol	06-20	12-30	21-40	16-50
Chainsword	21-25	31-40	41-45	51
Combat				
accessory	26-50	41-50	46-55	52-55
Laspistol	51-60	51-70	56-70	56-80
Needle Pistol-		71-75	71-80	81-95
Blast				
grenades	61-80	76-85	81-85	-
Frag				
grenades	81-00	86-00	86-00	96-00

### Armour

	Ganger	Champion Hero	Minor Hero	Major
None	01-75	01-50	01-25	01-10
Shield	76-95	51-70	26-50	11-25
Flak	96-00	71-90	51-90	26-75
Flak + shield	-	91-00	91-00	76-00

### Example

Rolling on these tables produces the following equipment for the Wasteland Warriors:

Minor Hero: Sword, Antique Pistol, Laspistol, Flak + Shield.

Ganger 1: Knife, Shotgun, no armour.

Ganger 2: Sword, Antique Pistol, Sawn-off Shotgun, no armour.

Ganger 3: Sword, Stub Gun, no armour.

Ganger 4: Knife, Sawn-off Shotgun, no armour.

Ganger 5: Knife, Handbow, no armour.

Ganger 6: Sword, Antique Pistol, Shotgun, no armour.

Ganger 7: Sword, Bow, no armour.

Ganger 8: Knife, Antique Pistol, Chainsword, no armour.

The gang player notes down the group's equipment alongside the relevant profiles. Points values may now be calculated, if desired, following the notes on pp. 58-60 of the rulebook.

### Uniforms

Obviously, there is no overall distinctive uniform for Hiver gangs, but most gangs have some kind of tribal symbols which are used on clothing.

### Example

The Wasteland Warriors favour spectacularly-dyed hair, and paint their clothing with the symbol of a hand holding a knife.

So now you know everything you need to know about the Wasteland Warriors, what will happen to the three Marines they have ambushed? Simply set up a battlefield from the floorplans in this set, decorate to taste with the accessories, and let battle commence!





# JUDGE DREDD GAMES - GAMES - GAME

And that's not all! Citi-Block is merely the latest release in a whole range of exciting games and supplements based on, and set in, the world of 2000AD. *Judge Dredd - The Role-Playing Game* provides full rules for running player character Judges in Mega-City One, while *Judgement Day* and *Slaughter Margin* are ready-to-run roleplay adventures. *Judge Dredd - The Game of Crimefighting in Mega-City One* is a board game for 2-6 players who compete to arrest the most notorious perps, and solve the most heinous crimes. *Block Mania* is a thrilling game of guns, mayhem, bombs, raging fires, and wanton violence in which two friendly neighbourhood Citi Blocks slug it out to the death. *Mega-Mania* expands these themes and adds two more Blocks to escalate the Block War for up to four players.

They're in the shops now, so get 'em while they're still legal!

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## WARHAMMER 40,000

▶ ROGUE 40,000 TRADER



Imagine a galactic Empire, ruled by a deathless Emperor. His reign has lasted for 10,000 years and, thanks to the power of technology and the ministrations of his fanatical servants, will probably last another 10,000. His will is enforced throughout the galaxy by the thousand orders of the Legiones Astartes - the fearsome Space Marines. Directed by the Imperial Inquisition they seek out mutants, alien Orks, and other abominations wherever they hide. No quarter is asked, and none is given. **Warhammer 40,000** contains full rules for skirmish games set against the most detailed background ever developed for a tabletop game. **Warhammer 40,000** is supported by superbly detailed models from Citadel Miniatures, and additional material for the game can be found each month in *White Dwarf* magazine.

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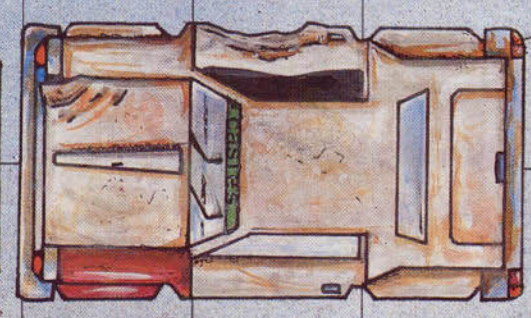
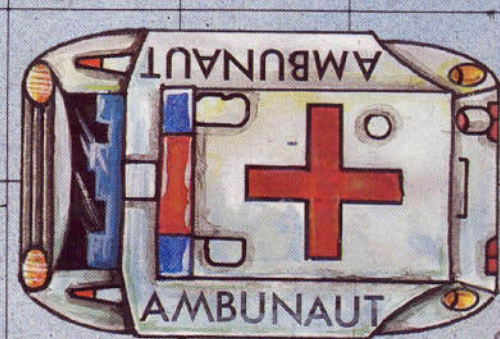
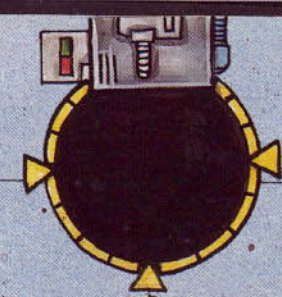
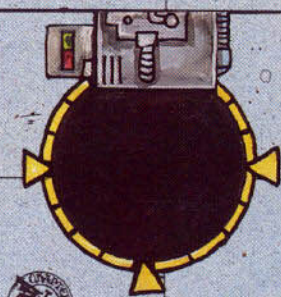
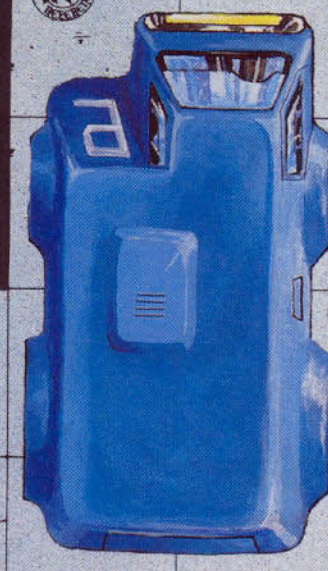
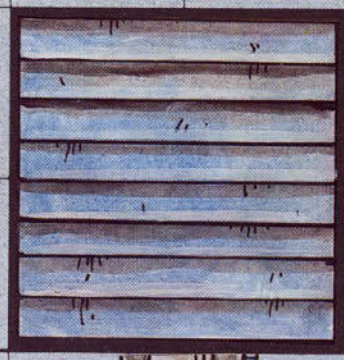
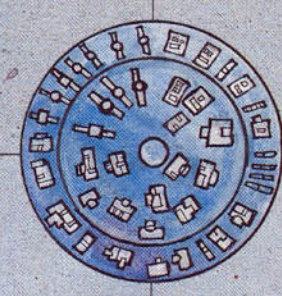
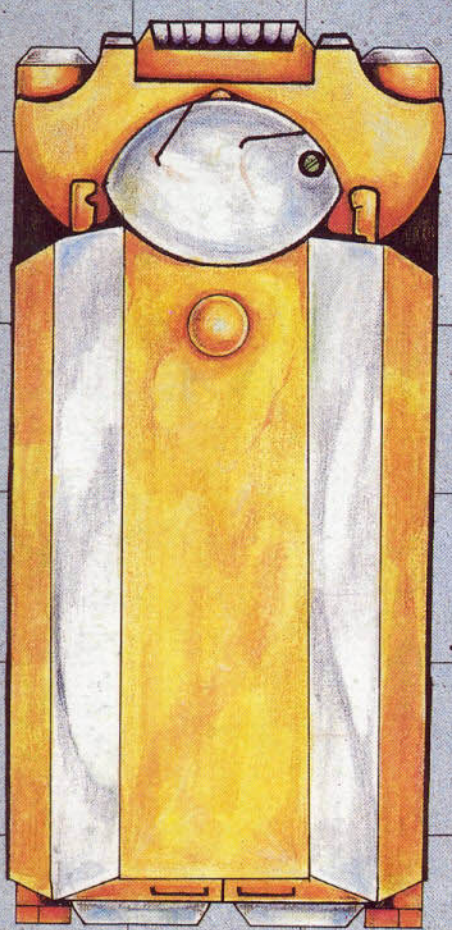
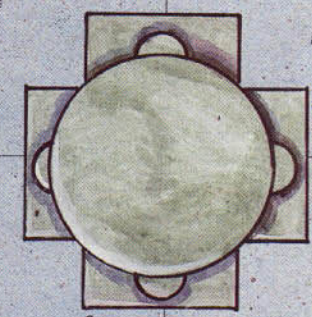
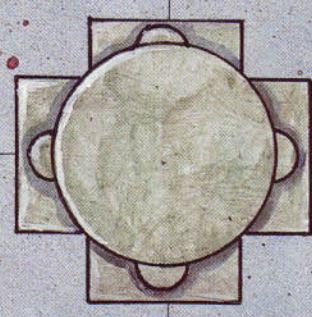
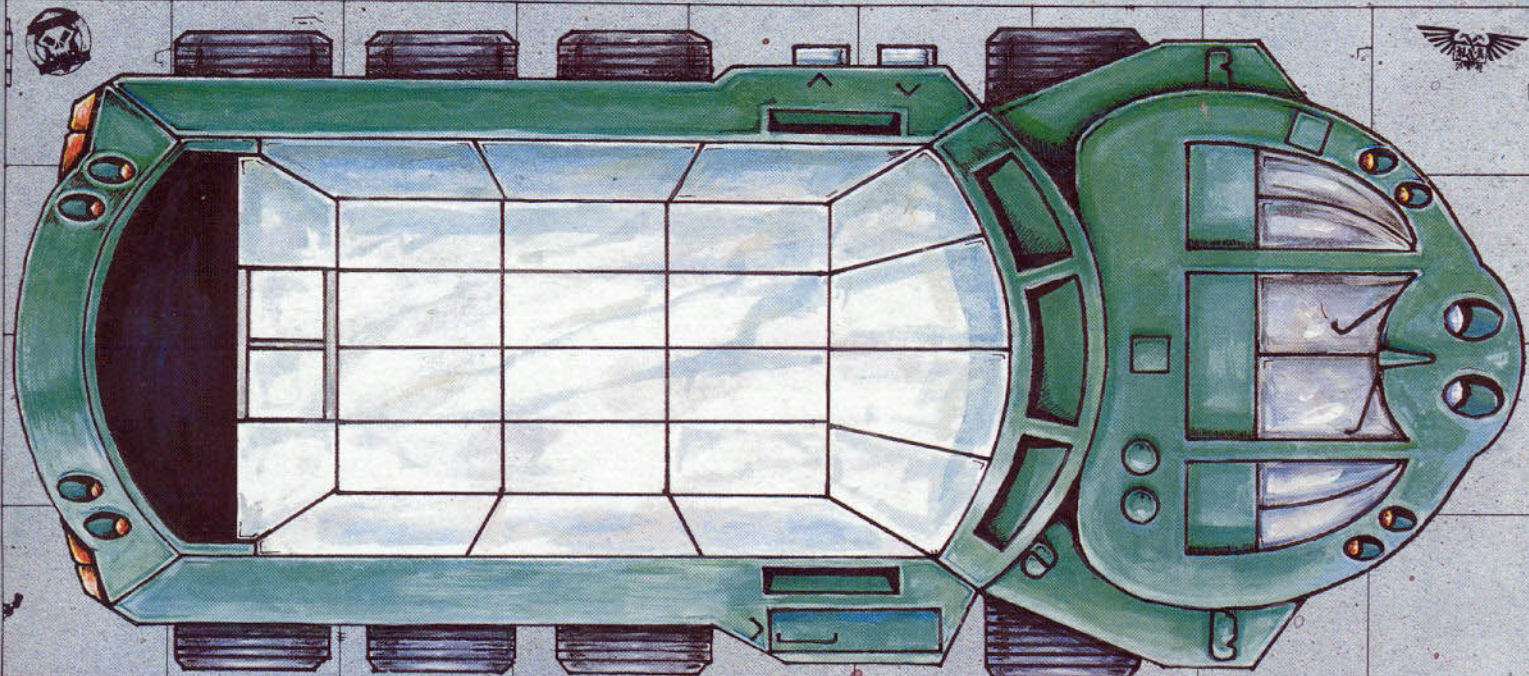
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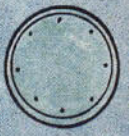
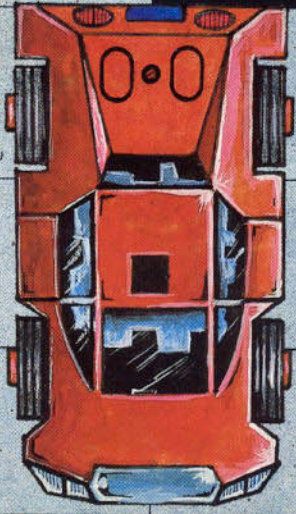
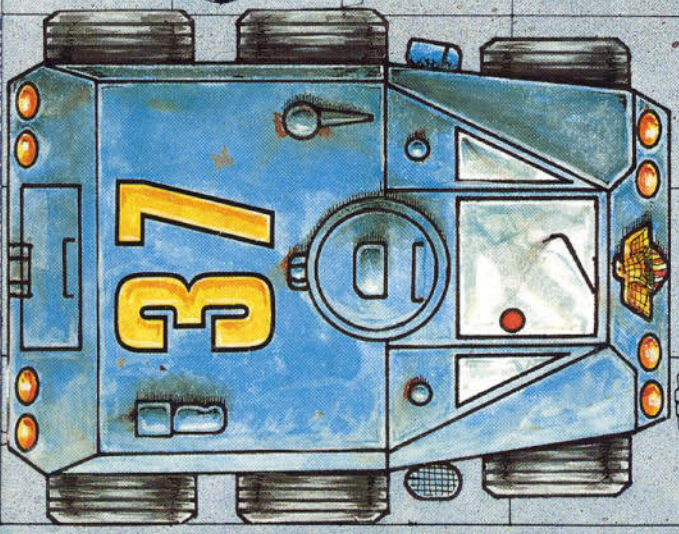
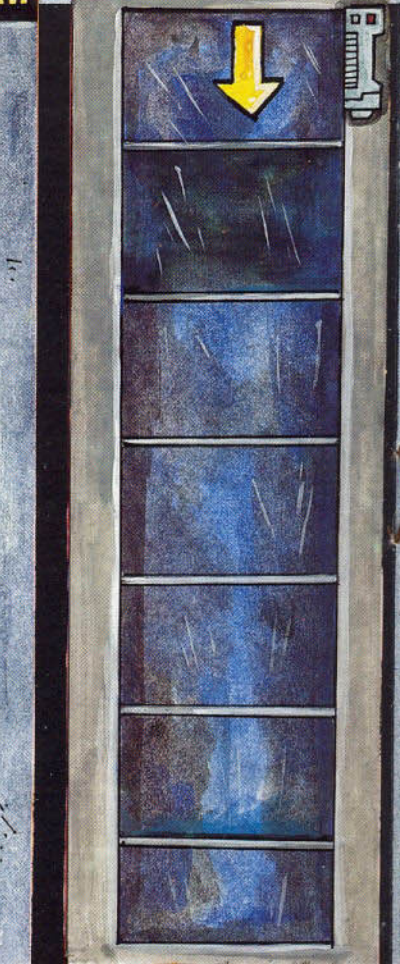
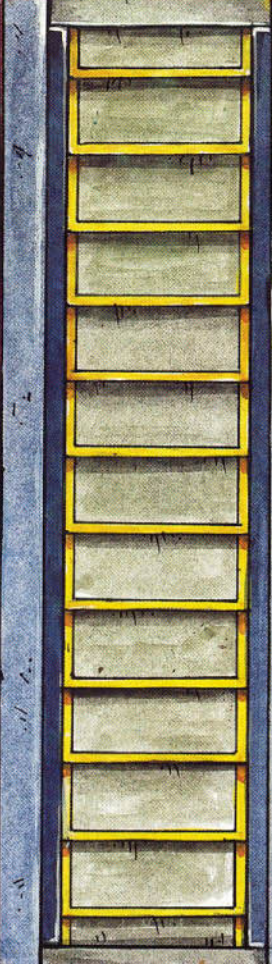
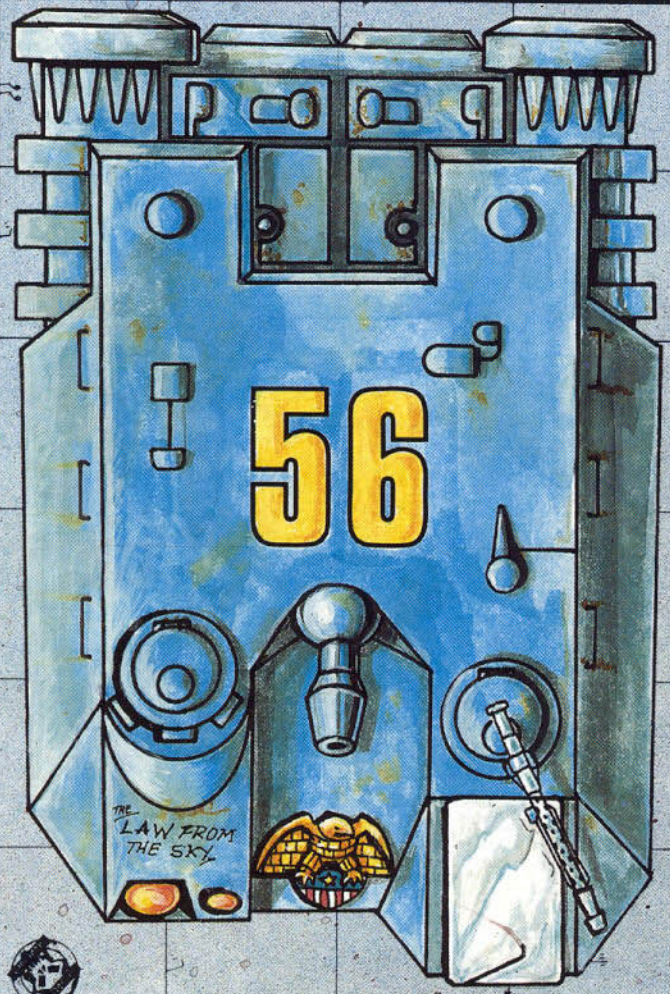
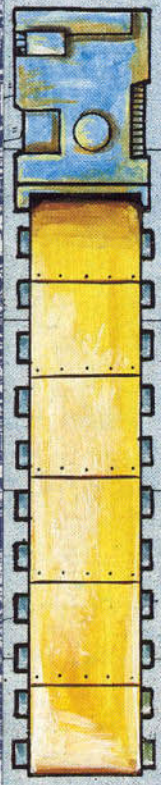
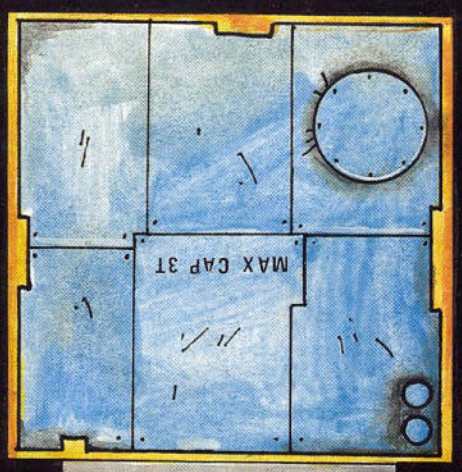
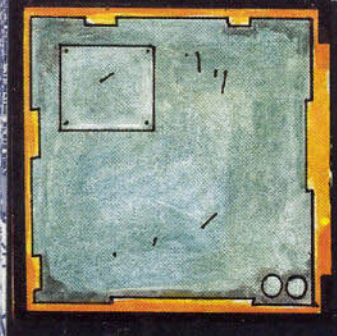
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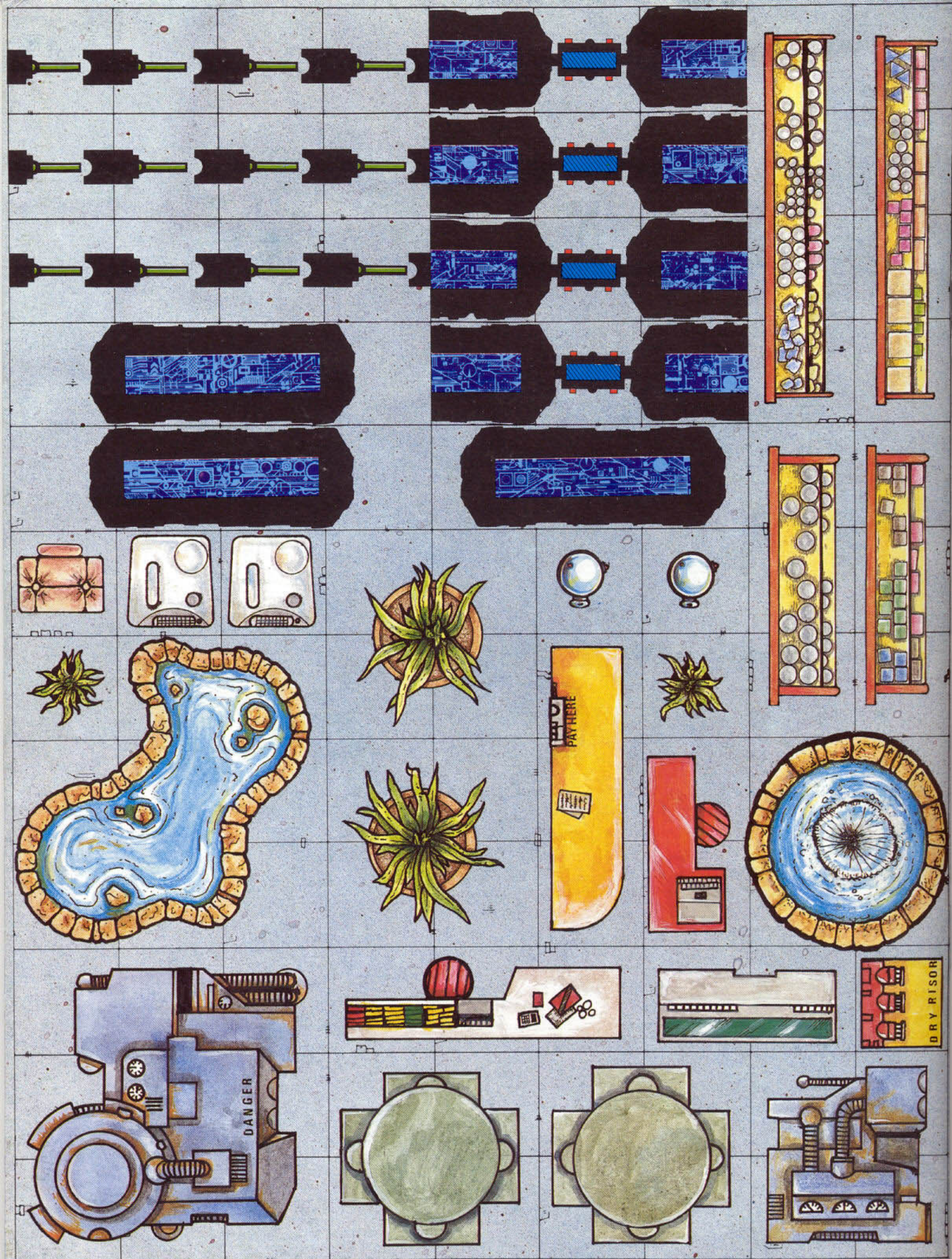




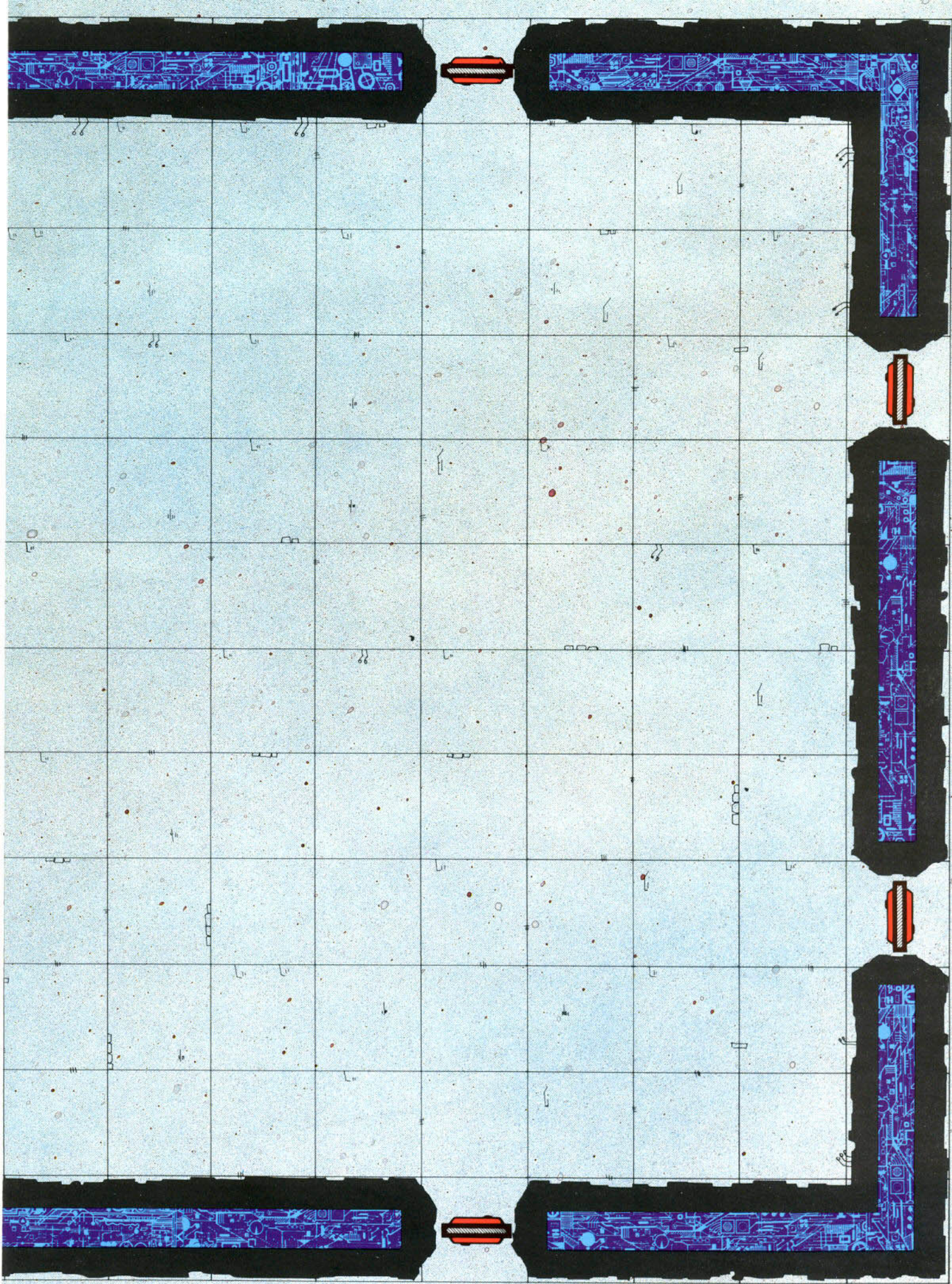




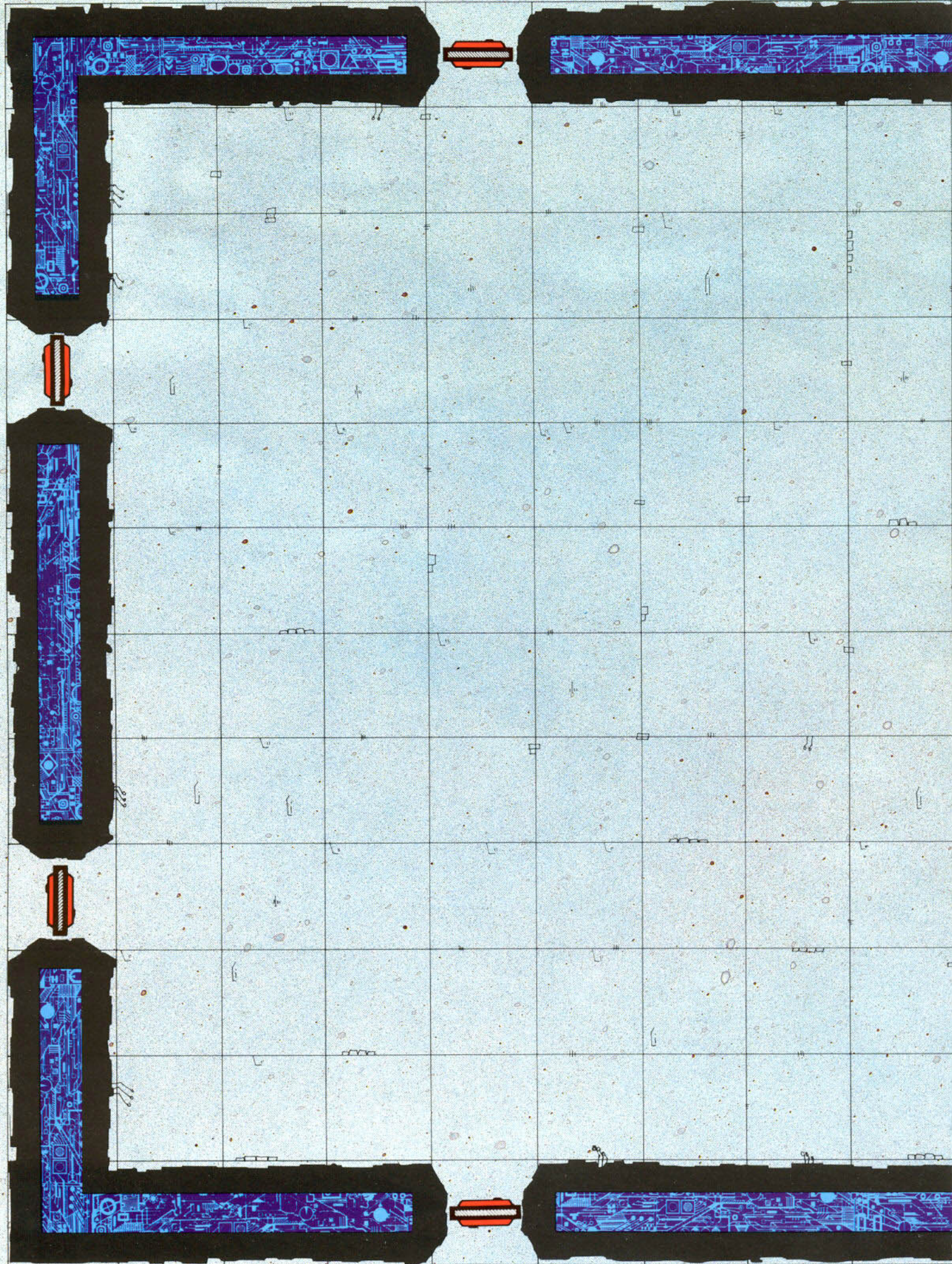




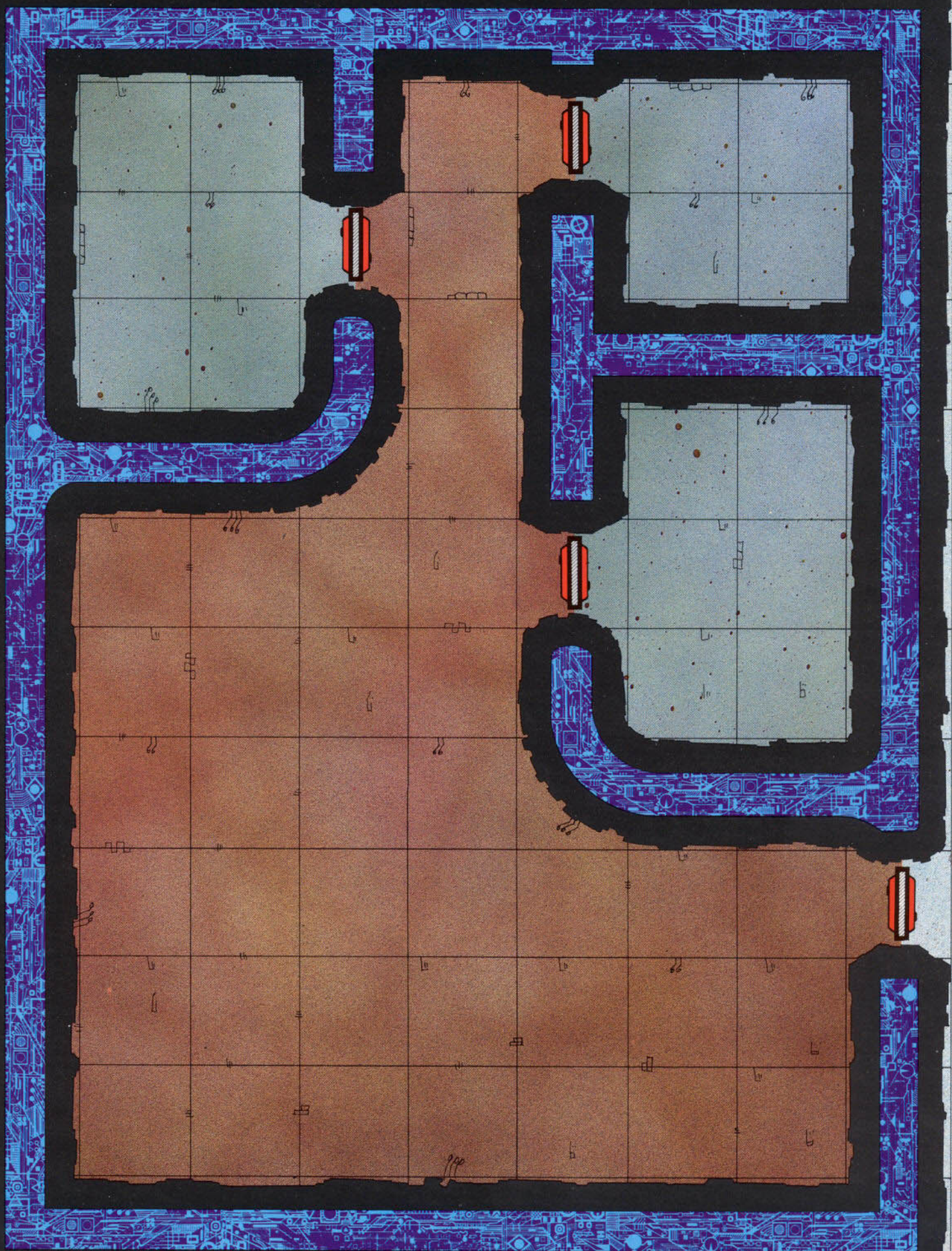




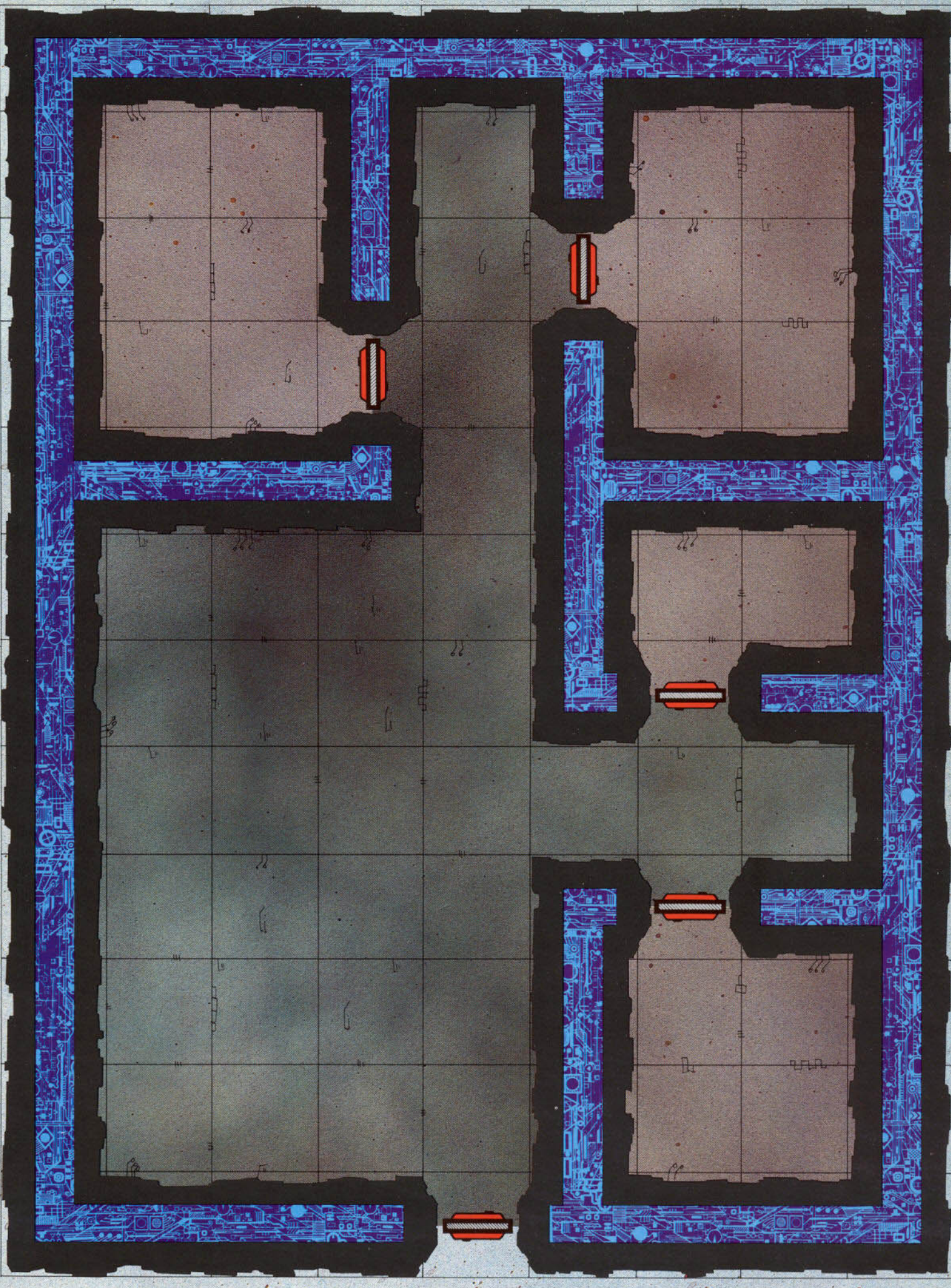




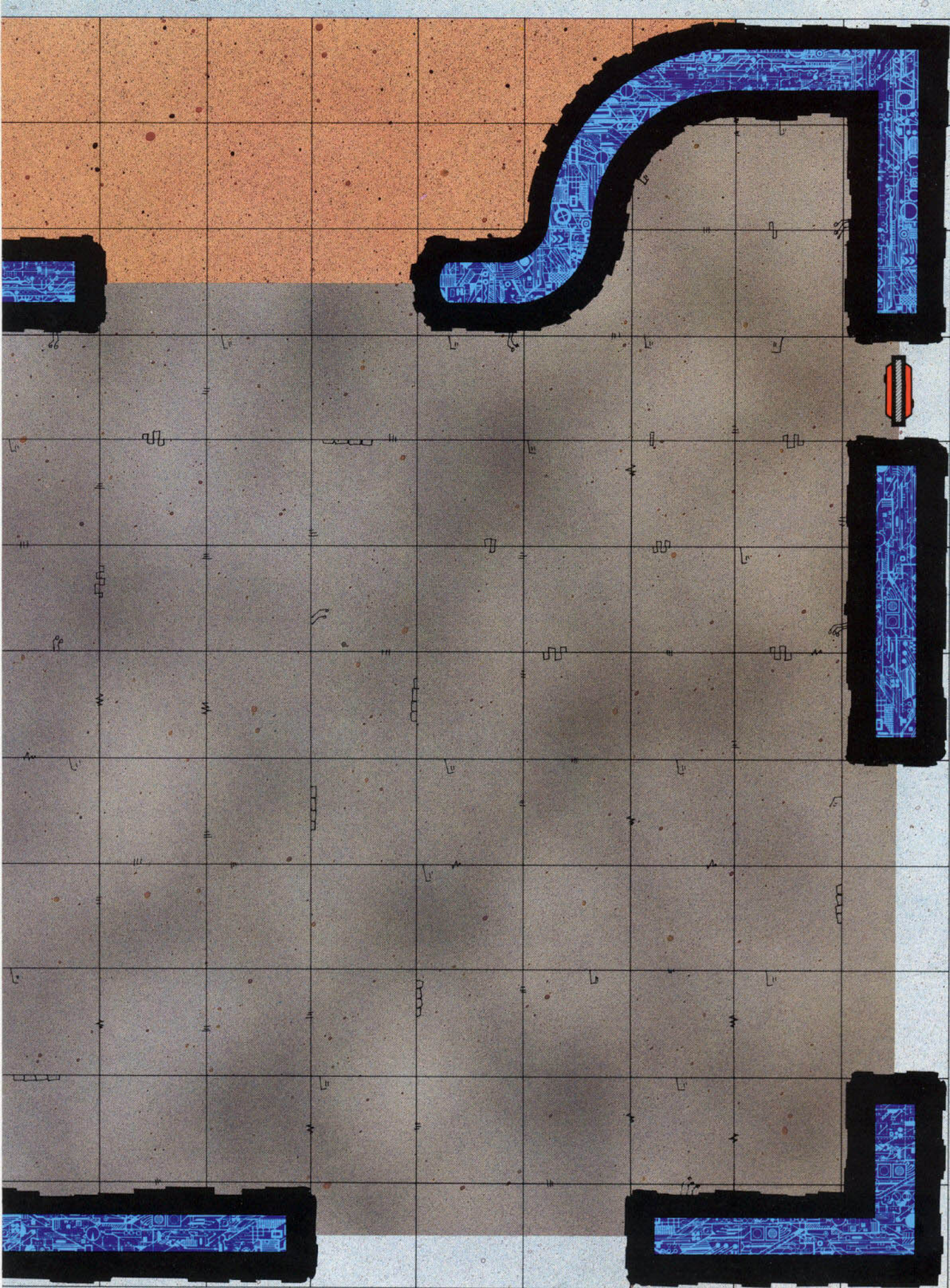




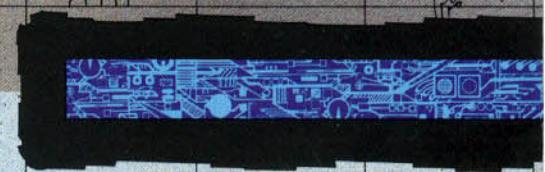
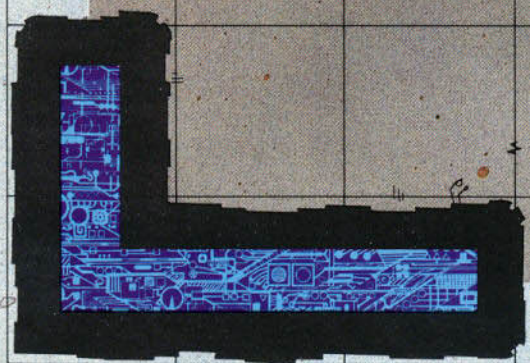
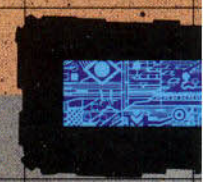
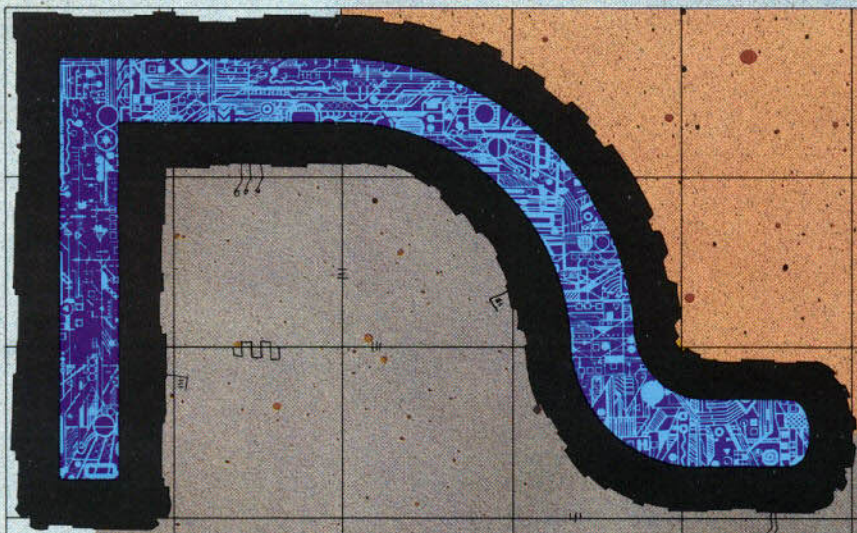




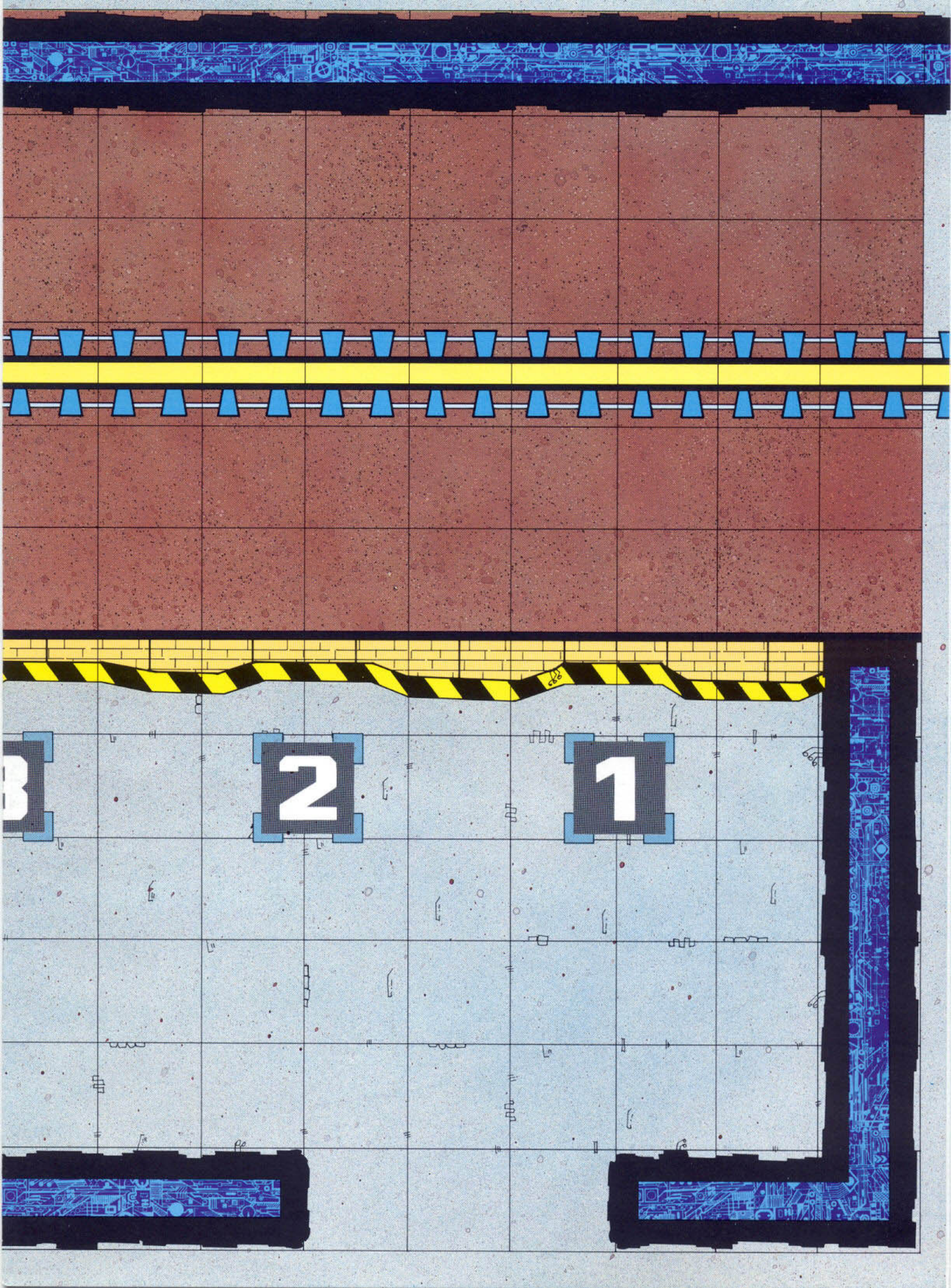




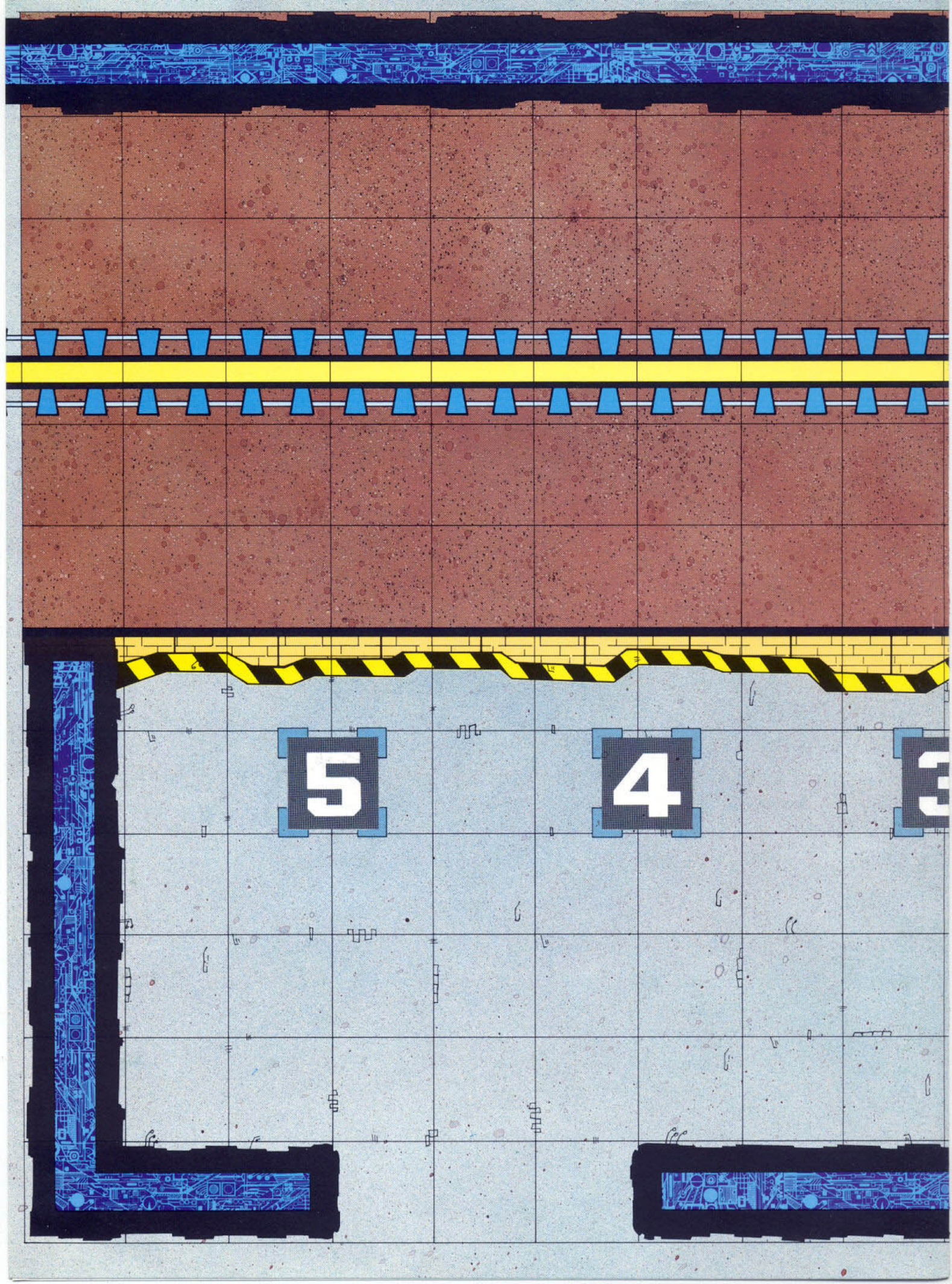




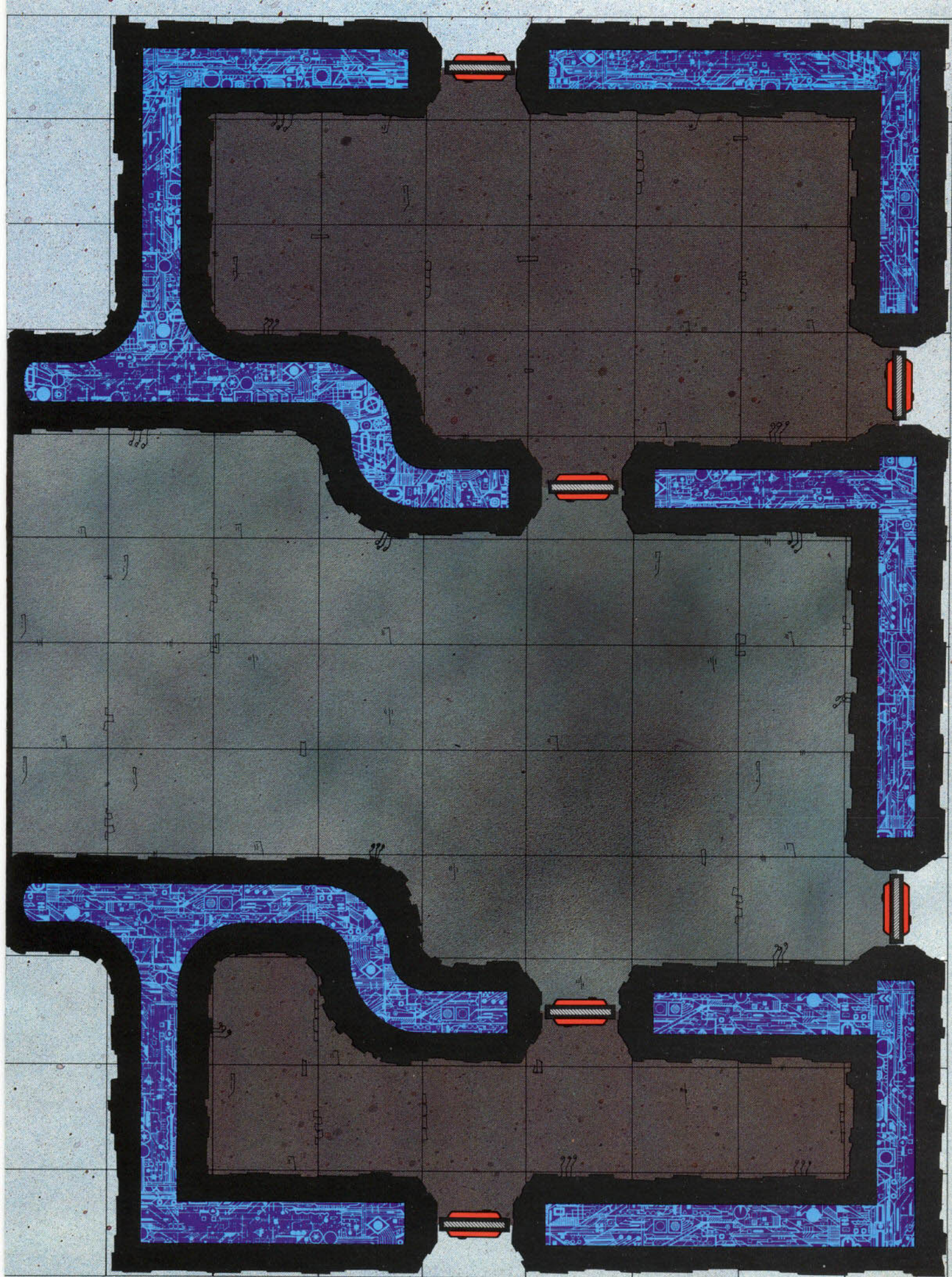




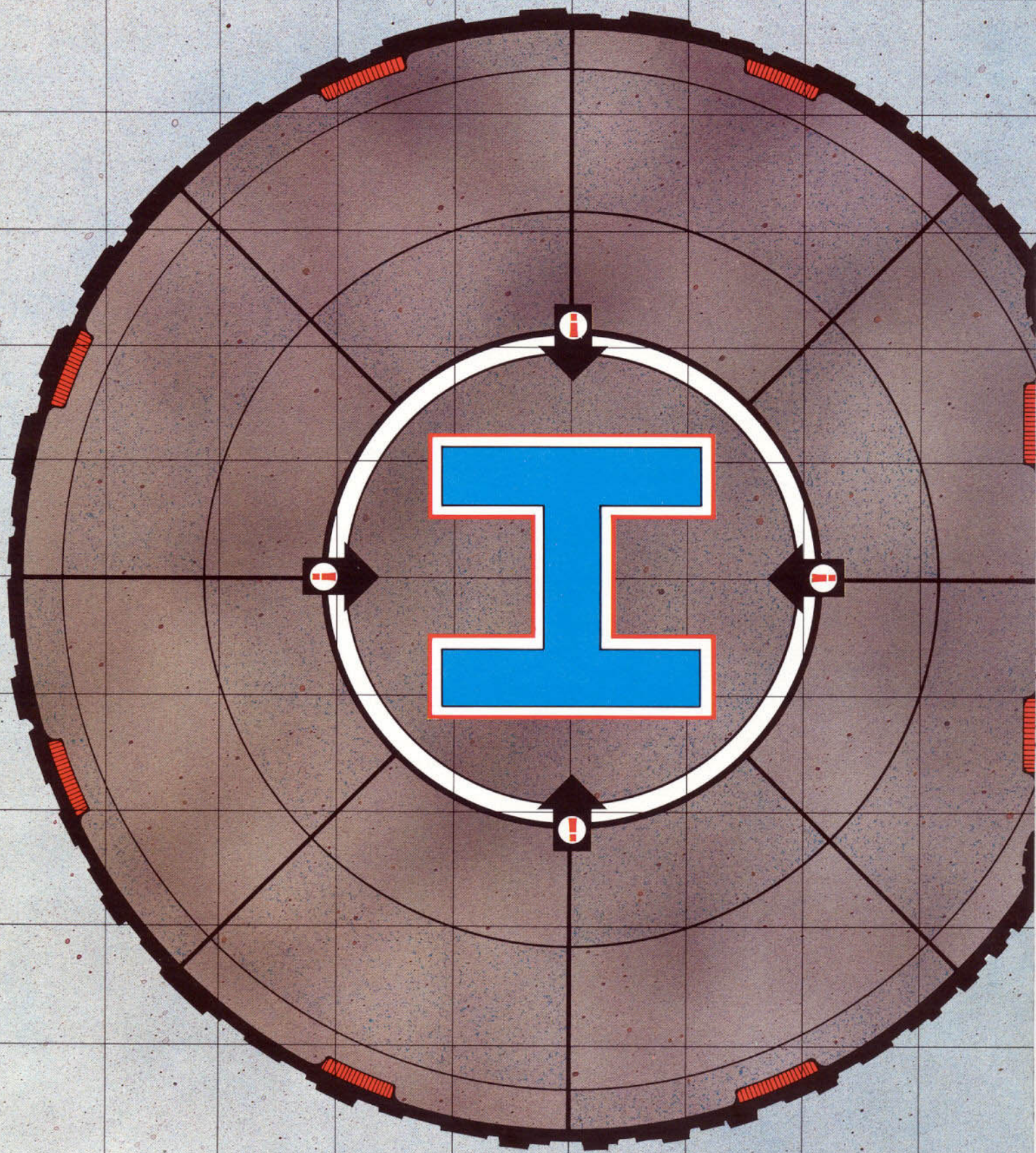




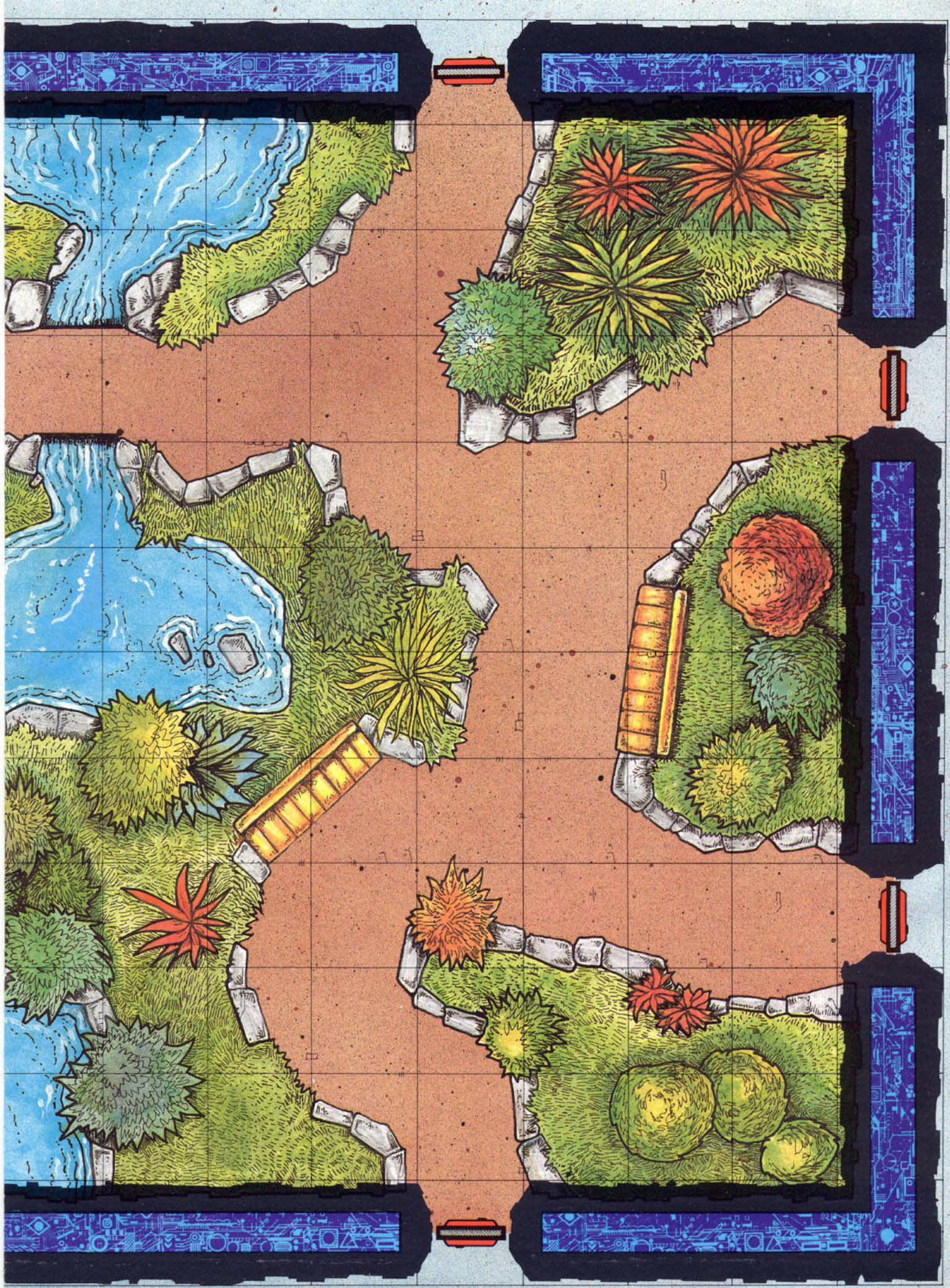




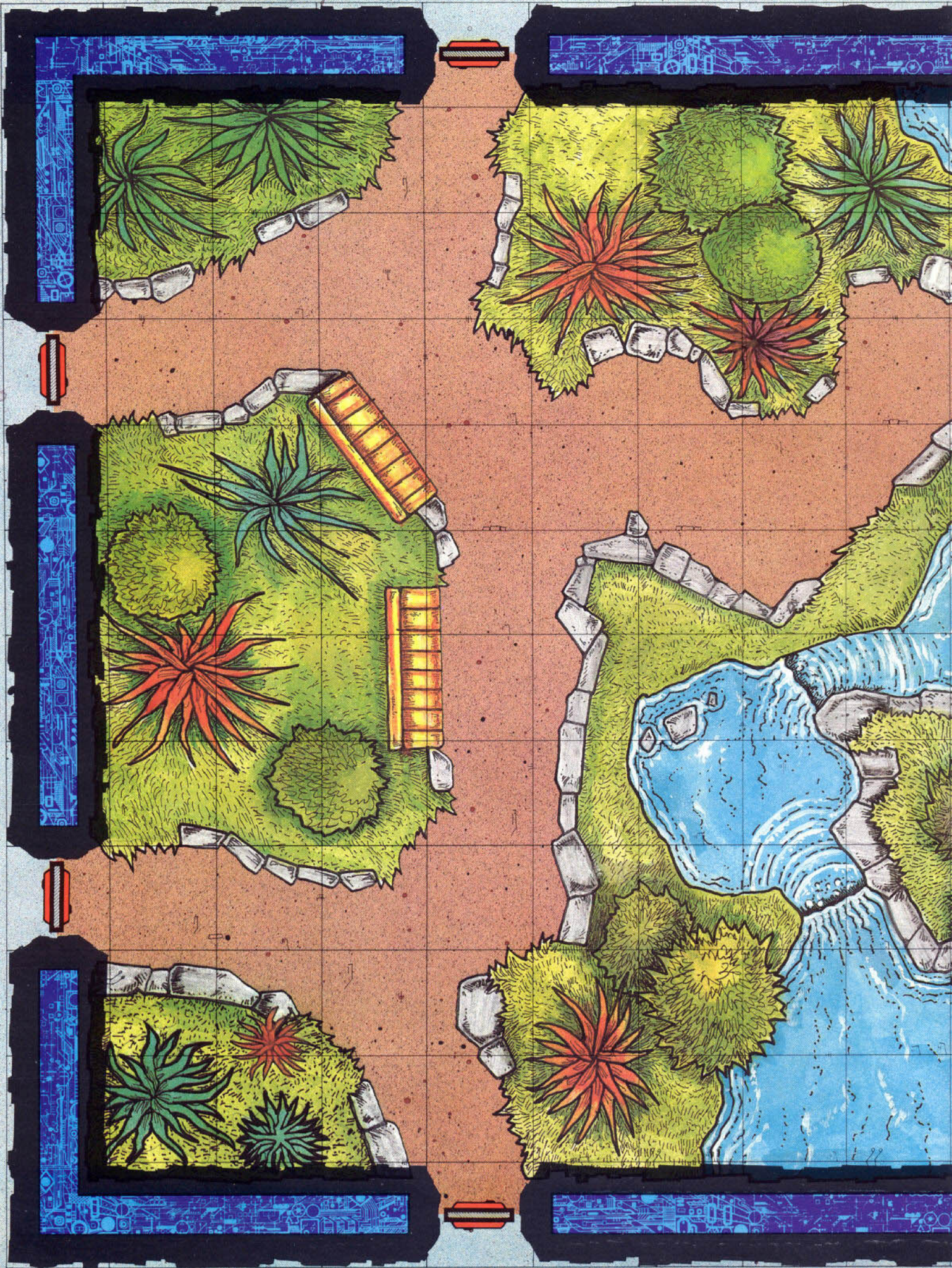




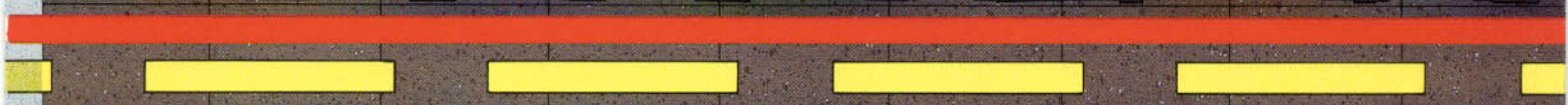
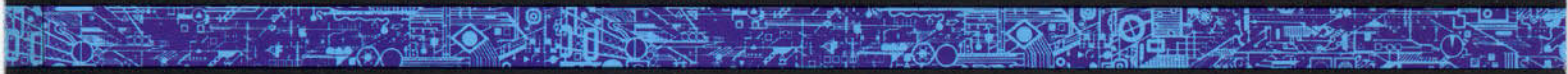




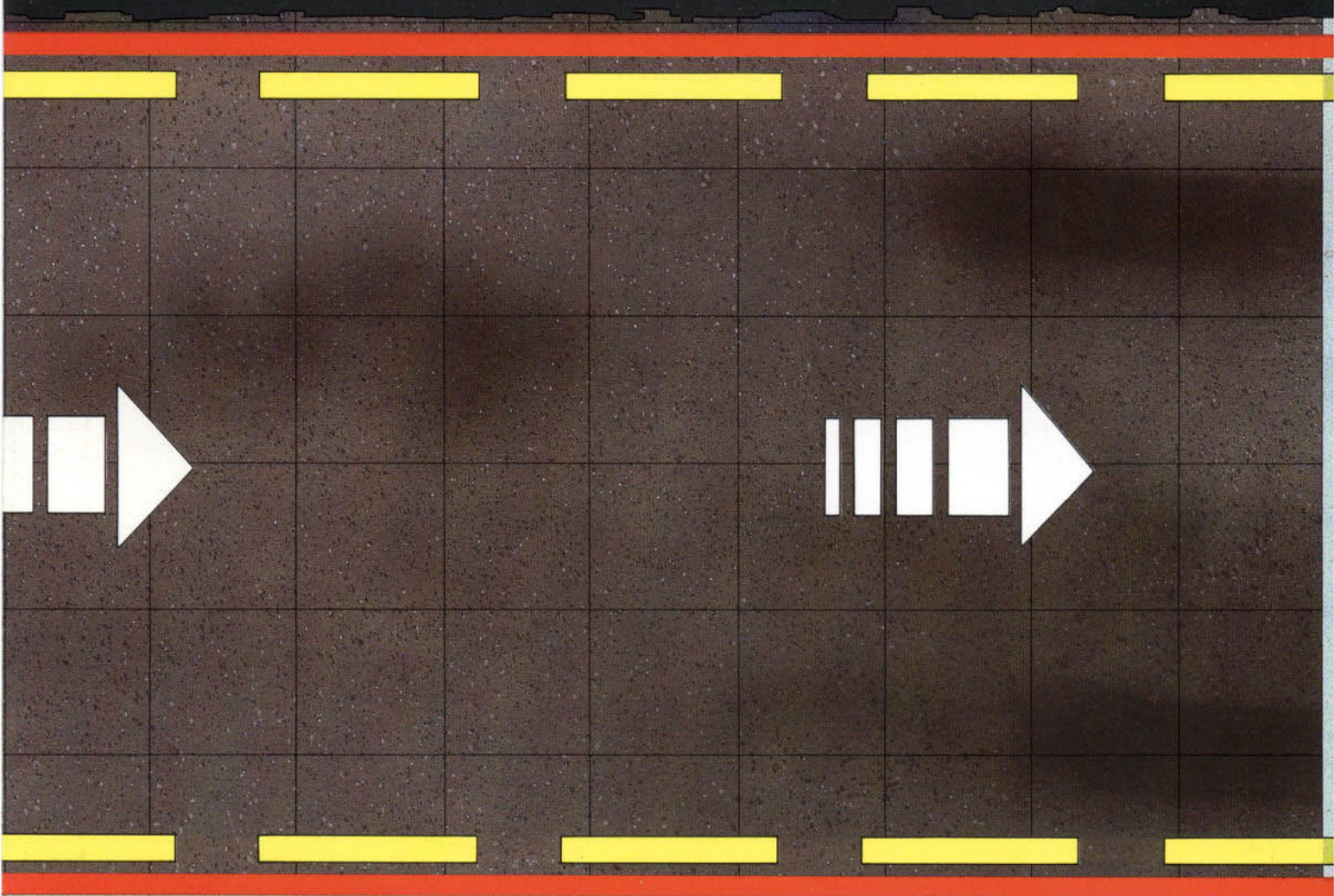














Citi-Block sets new standards for Games Workshop's already mind-boggling range of floor plans. Not only are these plans fully compatible with those in the awesome **Slaughter Margin** supplement, but they are also ideal for playing out **Warhammer 40,000** combats in buildings and Hive Worlds...

# CITI-BLOCK

**++ DATA ++ Box Contents:**

**++ Four full-colour, card stock, cut-out overlays ++**

**++ Eight large (297 x 420mm), full-colour, plan sheets ++**

**++ A 20-page Block-generation booklet, including new rules for WH40K ++**



As a supplement for the scrotnig **Judge Dredd The Roleplaying Game**, Citi-Block is an invaluable aid for GMs and players alike. Carl Sargent's Block generation system is nothing if not comprehensive. Now you can design a complete Mega-City Block, and there are even tables for the random generation of inhabitants and their criminal records.

You can use the plans straight out of the box, or follow the examples to lay out a variety of locations: from Entrance Plazas to Sky-Rail Stations, from a Citi-Def Armoury to a Helipad. So the next time your Judges conduct a crime-blitz on the nearest sector block... you'll be ready for 'em!



The floorplans in this set are approved by the Inquisition as morally pure and suitable for use with **Warhammer 40,000**. Captain Flavius Exoculis has personally tested the new rules for fighting on a square grid, and guarantees that the plans make an ideal simulation of Hive World complexes. The accompanying booklet (compiled by Graeme Davis and Alan Merrett) also provides a complete system for generating Hive World gangs and their equipment. Armed with these details, the Legions Astartes (Space Marines) can take the fight against corruption to the heart of the enemy's lair...

*"Well, what are you waiting for, Trooper?  
He who hesitates is dead!"*

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#### DATA

Block generation system:  
Carl Sargent  
Warhammer 40,000 rules:  
Alan Merrett & Graeme Davis  
Floorplan Artwork: Gordon Moore  
Overlay Artwork: Dave Andrews  
Original Design: Richard Halliwell



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