

JUDGE DREDD

Judges' Handbook



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JUDGES' HANDBOOK

WRITER

Simon Beal

EDITOR

Nick Robinson

LAYOUT

Will Chapman

ILLUSTRATIONS

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BORDERS AND BOX ART

Scott Clark

PROOFREADER

Richard Ford

PLAYTESTERS

James Lothian, Matt Sprawge,
Sawdrie Thirace, Katriina Hepburn &
Andrew Welty

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Judge Dredd Created by John Wagner and Carlos Ezquerro



INTRODUCTION

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

SPECIALIST JUDGES

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

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

EQUIPMENT

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

VEHICLES AND ROBOTS

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

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

THE JUSTICE DEPARTMENT

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

SECTOR 13

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



SPECIALIST JUDGES

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

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

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

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

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

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

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

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

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

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

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

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

CHARACTER GENERATION

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

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

CAMPAIGN HIATUS

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

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

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

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

The following specialities are available to Seasoned Judges.

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

The third consideration is that players wishing to specialise

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

EXAMPLE CHARACTER

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

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

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

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

Str 6 (+0), Dex 8 (+0), End 8 (+0), Int 6 (+0), Inf 10 (+1), Edu 10, Inf 10 (+1)

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

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

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

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

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

CAMPAIGN TRAINING

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

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

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

ADVANCED TRAINING

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

REQUIREMENTS

There are no special requirements for advanced training.

SURVIVAL

Roll Dex 7+.

TRAINING

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

BENEFITS

You gain no additional benefits.

EQUIPMENT

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



MISHAP

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

EVENTS

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

d66	Event
43	You enrol on a tough physical training course. Roll End 8+. If you succeed gain Athletics (any) 1.
44	You have a natural aptitude with guns. Gain one level in Gun Combat (any).
45	You gain a civilian Contact.
46	You take a survival training course. Gain one level in Survival.
51	You are given advanced training for vehicle mounted weapons. Gain one level in Heavy Weapons (any) 1.
52	Undertake rigorous mental training. Gain +1 Edu.
53	You take an advanced driving course. Gain one level in Drive (Lawmaster).
54	You have a natural aptitude for close combat. Gain one level in Melee (any).
55	You gain a Contact in your Sector House.
56	A select group of Judges are being chosen for long-gunner training. Roll Gun Combat (any) 9+. If you succeed you gain the Sniper special technique.
61	Your performance during training is exceptional and you become the talk of the Sector House. Gain 1d3 Contacts.
62	You are given the opportunity to join an elite training group. If you choose to accept, roll Athletics (any) 9+. If you pass gain +1 Inf. If you fail, roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
63	Your time on the streets gives you one level in Street Perception.
64	You have a natural aptitude for investigating. Gain one level in Investigate.
65	You save the life of a fellow Judge, gaining a Street Judge as an Ally.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

ATLANTIC PATROL JUDGE

Atlantic Division has two specialist units for patrolling the Black Atlantic; Black Sky Patrol and Ocean Patrol. The training for these two units is much the same and Judges opting for this training will be assigned to one of these patrol squads – this can be the result of an event, requested by the player or at the Referee's discretion.

Patrol squads are assigned to a number of vehicles to patrol the waters of the Black Atlantic and the skies above for pirates, smugglers, perp runners and the like. In addition to driving skills, patrol squads also require combat skills for when they board enemy vessels to seize cargos and apprehend perps. Further information on Black Sky Patrol, Ocean Patrol and Atlantic Division can be found on page 79.



REQUIREMENTS

You must have one level in at least one of the following skills: Seafarer (any except sail) or Flyer (grav).

SURVIVAL

Roll Dex 8+.

TRAINING

Roll once on the table or pick one as required.

1d6	Special Technique
1	Combat Acuity
2	Control Crash
3	Dead Halt
4	Formidable Presence
5	Pistol Specialist
6	Rapid Aim

BENEFITS

You gain one level in Seafarer (any except sail) or Flyer (grav).

EQUIPMENT

Depending on the unit you are assigned to, you will form part of the crew on an A-Wagon, H-Wagon or gunboat. You also have priority on the following items:

Equipment: None.
Robots: FISH Bot
Vehicles: None.



MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	You crash your assigned vehicle, killing one of the crew. The guilt and shame of this tragic event forces you to revert to your previous position. You do not gain any training for this term.
4	You are seriously injured in an accident that takes you out of action for several months. You do not gain the special technique from your training this term.
5	You lead a boarding party onto a suspected pirate ship. Roll Recon 8+. If you fail, you are ambushed and your leadership abilities are called into question. Lose 1 Inf.
6	During a training exercise, you lose control of your vehicle. Roll Seafarer (any except sail) or Flyer (grav) 9+. If you fail, roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
7	You are involved in an underwater chase. Roll Flyer (grav) 8+. If successful you catch the perps. If you fail, roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
8	You are part of a boarding party assaulting a pirate vessel. Roll Gun Combat (any) 8+. If you fail, roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
9	You are involved in an accident in the harbour resulting in several casualties. Roll Inf 9+. If you succeed, you are able to convince your superior that it was not your fault. If you fail, you are blamed for the accident and you lose 1 Inf.
10	You are assigned to a MONK platform for several months. With only robots for companionship you gain a personality quirk. Roll 1d6 to determine the type of trait: 1: Hatred of robots. 2: Love of robots. 3: Introspective. 4: Selfish. 5: Sarcastic. 6: You talk to yourself.
11	You lose control of your vehicle during a training exercise. Roll Seafarer (any except sail) or Flyer (grav) 10+. If you fail, you crash into another Judge and he is seriously injured. Gain him as a Rival.
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	You are given additional training in vehicle maintenance. Gain one of Engineer (electronics) 1 or Mechanic 1.
14	You have a natural aptitude for flying. Gain one level in Flyer (grav).
15	You study the geography of the city. Gain one level in Mega-City One Geography.
16	You study the history of the city. Gain one level in Mega-City One History.
21	You undertake advanced training for boarding parties. Gain one of Athletics (co-ordination) 1, Recon 1 or Tactics 1.
22	Undertake rigorous physical training. Gain +1 Dex.
23	You are tested on your driving ability. Roll both your Seafarer (any except sail) and Flyer (grav) skills. If the highest result is Drive you are assigned to Ocean Patrol in a gunboat. If your Flyer roll is higher you are assigned to Black Sky Patrol in an A-Wagon or H-Wagon (Referee's discretion). In the case of a tie the Judge can choose his assignment.
24	You have a natural aptitude with boats. Gain one level in Seafarer (any except sail).
25	You take an advanced course in crash control. Roll Drive (any) 9+. If successful you gain one of the following special techniques: Control Crash or Dead Halt.
26	You get to know many of the Tek Judges responsible for tuning and maintaining the Atlantic Division vehicles. Gain 1d3 Tek Judge Contacts.



d66	Event
31	You undertake advanced training for boarding parties. Gain one of Athletics (co-ordination) 1, Recon 1 or Tactics 1.
32	Undertake rigorous physical training. Gain +1 End.
33	You are given additional training in vehicle maintenance. Gain one of Engineer (electronics) 1 or Mechanic 1.
34	You have a natural aptitude for flying. Gain one level in Flyer (grav).
35	You study the geography of the city. Gain one level in Mega-City One Geography.
36	You are given advanced training in vehicle weapons. Gain one level in Heavy Weapons (any).
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1 or Heavy Weapons (any) 1.
42	Undertake rigorous mental training. Gain +1 Int.
43	You are tested on your driving ability. Roll both your Seafarer (any except sail) and Flyer (grav) skills. If the highest result is Drive you are assigned to Ocean Patrol in a gunboat. If your Flyer roll is higher you are assigned to Black Sky Patrol in an A-Wagon or H-Wagon (Referee's discretion). In the case of a tie the Judge can choose his assignment.
44	You have a natural aptitude with boats. Gain one level in Seafarer (any except sail).
45	You gain a civilian Contact.
46	You are given advanced training in vehicle weapons. Gain one level in Heavy Weapons (any).
51	You undertake advanced training for boarding parties. Gain one of Athletics (co-ordination) 1, Recon 1 or Tactics 1.
52	Undertake rigorous mental training. Gain +1 Edu.
53	You are given additional training in vehicle maintenance. Gain one of Engineer (electronics) 1 or Mechanic 1.
54	You have a natural aptitude for flying. Gain one level in Flyer (grav).
55	You gain a Contact in your Sector House.
56	You take an advanced course in crash control. Roll Drive (any) 9+. If successful you gain one of the following special techniques: Control Crash, Dead Halt or Vehicle Control.
61	During an underwater chase your vehicle is damaged and drifting out of control. With little air left, you and your partner have to quickly make repairs by combining what little knowledge you have. Gain Engineer (any) 1 or Mechanic 1.
62	You spend a lot of time on a MONK platform. With no human companions you take up a hobby to pass the time. Gain Art (any) 1.
63	You are tested on your driving ability. Roll both your Seafarer (any except sail) and Flyer (grav) skills. If the highest result is Drive you are assigned to Ocean Patrol in a gunboat. If your Flyer roll is higher you are assigned to Black Sky Patrol in an A-Wagon or H-Wagon (Referee's discretion). In the case of a tie the Judge can choose his assignment.
64	You have a natural aptitude with boats. Gain one level in Seafarer (any except sail).
65	You spend several months stationed on a MONK platform with no company other than the robots that work there. You build a friendship with one of the GO4-Bots and request that he is assigned to you when you leave the MONK. Roll Inf 8+. If successful you gain the robot as your own loyal companion.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

BOMB SQUAD JUDGE

Bomb Squads are tactical-response units called in whenever there are bombs or potentially explosive devices or substances. Bomb Squad Judges are intelligent and highly skilled in defusing, disarming and otherwise deactivating most types of explosive devices. For those explosives that cannot be disarmed, armour-plated containment units (see page 51) are placed over the bomb for a controlled explosion. Bomb Squads also have a variety of other special equipment at their disposal.



Bomb Squads fall under the purview of Tek Division but some Judges in these units come from Street Division. Not all Sector Houses have dedicated Bomb Squads and many such units serve as Street Judges or Tek Judges until their specialist training is required – in these situations a Judge's responsibility to the Bomb Squad has a higher priority than any other duties, since quick deployment of the bomb disposal unit is essential.

Bomb Squads are also called in to investigate crime scenes where bombs have been used. Bomb Squad Judges will work with Tek Division to analyse the remains of explosive devices to determine how they were made and trace the origins of the components used. This information can often provide vital clues leading to the identification of the responsible perps.

REQUIREMENTS

You must have at least one level in one of the following skills: Explosives, Engineer (electronics) or Remote Operations.

SURVIVAL

Roll Int 8+.

MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	You make a terrible mistake when helping a Judge diffuse a bomb, causing it to detonate. The Judge dies but somehow you survive with minor injuries. With such a failure your training is terminated and you return to your previous position. You do not gain any training or benefits from this term.
4	You join a team diffusing a live bomb but it detonates prematurely. One Judge is killed you are badly injured, taking you out of action for several months. You do not gain a special technique for this term.
5	A training accident takes you out of action for several weeks. You do not gain the skill benefits for this term.
6	You are forced to perform a controlled detonation but fail to clear the area, resulting in the deaths of several civilians. Through your negligence, you lose 1 Inf and gain 1d6 Enemies in the form of the victims' family and friends.
7	You are at a scene and your training has progressed enough that you are given the job of diffusing the bomb. This is your first attempt on a live device. Roll Explosives 8+. If you succeed the bomb is diffused. If you fail, the bomb explodes and you must roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37). When you make this skill check you have received full training and benefits and may use any bonuses from your new special technique and skill if applicable.
8	You are diffusing a live bomb unlike any other device that you or your partner has seen. You are both certain that a wire needs to be cut but you disagree as to which one. You think the red wire should be cut but your partner thinks it is the blue wire. You have seconds to decide. Roll Inf 8+ to convince him to cut the red wire, otherwise the blue one will be cut. When the wire is cut, roll 1d6 to determine the outcome: 1–3: Cutting the red wire detonates the bomb. 4–6: Cutting the blue wire detonates the bomb. If the bomb explodes, roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result. If your choice resulted in detonation you lose 1 Inf. If the bomb is diffused and you were correct, you gain +1 Inf.

TRAINING

Roll once on the table or pick one as required.

1d6	Special Technique
1	Bomb Disposal
2	Data Access
3	Lightning Reactions
4	Recovery
5	Sixth Sense
6	Steady Hand

BENEFITS

You gain one level in Explosives or Remote Operations.

EQUIPMENT

You are issued with a blast suit. Bomb Squads also get priority on the items listed below:

Equipment: Blast shield, bomb containment unit and waterjet disrupter.

Robots: Bomb hound.

Vehicles: Utility ROV.

2d6	Mishap
9	You and a superior discover a bomb in the sewers. Tampering with it reduces the timer and you both attempt to flee. You escape serious injury but the resulting explosion buries you both deep underground. Roll End 8+ or you become claustrophobic as a result of being trapped for so long.
10	You notice that your superior or mentor is taking unnecessary risks with his work. If you do nothing his actions will cause an explosion and you must roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37). If you report him you gain him as an Enemy. Alternatively you can roll Inf 8+ to try and help him but if you fail he will blame you for his mistakes and you lose 1 Inf.
11	You become good friends with your Bomb Squad. Near the end of your training most of them are killed or severely injured in an explosion. You were far enough away to avoid injury but seeing what little remains of their bodies has given you second thoughts about your career path. Roll End 9+. If you fail you decide to return to your previous position but you gain all training and benefits from this term.
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	You find a new type of bomb and must decide whether to disarm it or perform a controlled explosion. Roll 1d6: 1–3: You decide to disarm it. Roll Explosives 7+. If you fail the bomb detonates and you must roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37). 4–6: You decide to perform a controlled explosion. Roll Explosives 8+. If you fail the explosion is not contained properly, causing collateral damage and kills 1d6 civilians. Lose 1 Inf.
14	You have a natural aptitude for operating ROVs. Gain one level in Remote Operations.
15	You study the geography of the city. Gain one level in Mega-City One Geography.
16	You study the history of the city. Gain one level in Mega-City One History.
21	You have successfully disarmed numerous devices planted by a serial bomber, which has led to him creating more complex bombs. You have yet to catch him but you have disarmed all his bombs. You have a mutual respect for each other but you gain him as an Enemy as he continues to build new bombs that he hopes are beyond your expertise to disarm.
22	Undertake rigorous physical training. Gain +1 Dex.
23	You use an ROV to remotely diffuse a complex bomb. Roll Remote Operations 8+. If you succeed you gain +1 Inf. If you fail the bomb explodes but nobody is injured.
24	You have a natural aptitude for diffusing bombs. Gain one level in Explosives.
25	You are caught in the blast radius of a bomb. You are not seriously injured but you have a permanent scar to remind you of the event.
26	Your time on the streets gives you one level in Street Perception.
31	You are investigating a crime scene where you discover two people trapped beneath some wreckage and there is also a secondary device. There is not enough time to disarm it and you must choose who to save – one is a petty crook but is known to have contacts in the criminal world, the other is an innocent civilian. If you save the perp you gain him as an Informer but you also gain an Enemy in the form of a family member or friend of the civilian. If you save the civilian you gain him as an Ally but lose the chance to gain valuable information.
32	Undertake rigorous physical training. Gain +1 End.
33	You spend a lot of time on the streets hunting for an expert bomber. Gain a level in Streetwise.
34	You have a natural aptitude for operating ROVs. Gain one level in Remote Operations.
35	You study the geography of the city. Gain one level in Mega-City One Geography.
36	You study the history of the city. Gain one level in Mega-City One History.
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1 or Heavy Weapons (any) 1.
42	Undertake rigorous mental training. Gain +1 Int.

d66	Event
43	Your investigations to find a serial bomber gives you a Contact in the criminal underworld.
44	You have a natural aptitude for diffusing bombs. Gain one level in Explosives.
45	You gain a civilian Contact.
46	After successfully disarming several bombs you are tasked to find out who built them and bring the creep to justice. Roll Investigation 8+. If successful you apprehend the perp and prevent a major disaster, gain +1 Inf. If you fail, the perp deploys a bigger bomb which you must find with Explosives 8+; if you fail to find the bomb it detonates causing wide-scale damage and you lose 1 Inf. If you do find the bomb you are able to evacuate the area before it explodes.
51	Much of your training is spent investigating crime scenes and the remains of explosive devices. Gain one level in Investigation.
52	Undertake rigorous mental training. Gain +1 Edu.
53	Your experience with deactivating electronic devices gives you one level in Engineer (electronics).
54	You have a natural aptitude for operating ROVs. Gain one level in Remote Operations.
55	You gain a Contact in your Sector House.
56	You have apprehended a perp who has planted a powerful bomb somewhere in the sector. Your Bomb Squad has been unable to find it. You spend hours interrogating him to reveal the location of the device. Roll Interrogation 9+. If you succeed the bomb is found and you gain one level in Interrogation. If you fail the bomb explodes causing widespread damage and casualties.
61	You are given a special assignment to temporarily join a Heavy Weapons Squad – your mission is to blow up an enemy stronghold. Roll Explosives 8+ to successfully complete the mission and gain one level in Gun Combat (any) or Heavy Weapons (any).
62	Your expertise in bomb disposal gives you a much greater understanding of setting explosive devices. You gain the Demolitions special technique.
63	You successfully disarm a complicated bomb and save many lives. Gain +1 Inf.
64	You have a natural aptitude for diffusing bombs. Gain one level in Explosives.
65	You save the life of a fellow Judge, gaining an Ally in the Bomb Squad.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

COE JUDGE

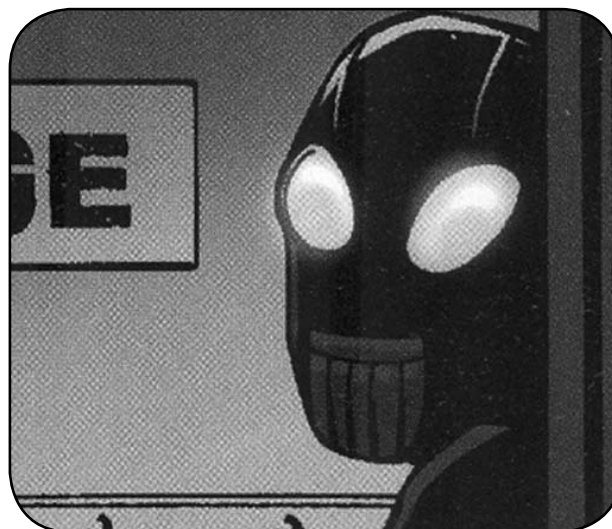
The Covert Operations Establishment (COE) is responsible for intelligence gathering relating to any potential threat against Mega-City One, both foreign and domestic. A number of methods are employed to covertly obtain information from known adversaries to potential enemies. The COE is even more secretive than the SJS and reports directly to the Chief Judge. Further information on the COE can be found on page 79.

REQUIREMENTS

You must have one level in at least one of the following skills: Remote Operations, Sensors or Stealth.

SURVIVAL

Roll Dex or Int 8+.



TRAINING

Roll once on the table or pick one as required.

1d6	Special Technique
1	Data Access
2	Perp Sense
3	Remote Stealth
4	Security Systems
5	Silent Walk
6	Track Perp

MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	You are quickly discovered by the enemy whilst on a covert mission. You manage to escape but the mission is a failure. You simply do not have what it takes to be in the COE and resume your previous position. You do not gain any training for this term.
4	You are seriously injured in an accident that takes you out of action for several months. You do not gain the special technique from your training this term.
5	You blow your cover and the mission almost fails because of it. Lose 1 Inf.
6	You discover intelligence on an information gathering mission that an old friend of yours is involved with a criminal organisation. If you report this information then one of your Contacts or Allies becomes an Enemy, otherwise you gain an Enemy. Alternatively you can roll Deception 8+ to cover up for your friend but if you fail you lose 1 Inf and the incident is noted on your service record.
7	Intelligence you provide leads to the attempted arrest of a powerful crime lord. Unfortunately he escapes and you gain him as an Enemy.
8	You provide incomplete intelligence that results in a Judge being seriously injured whilst attempting to apprehend a criminal gang. The Judge blames you and becomes a Rival.
9	You are captured whilst on a covert mission and tortured. You do not reveal any information but you lose 1 point in Str, Dex or End (your choice) from the ordeal before you are rescued. However, for holding up under pressure you gain +1 Inf and the respect of your colleagues.
10	A mission in the Cursed Earth goes terribly wrong. The rest of your unit are killed but you manage to escape. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37) but you also gain a level in Survival.
11	You uncover a plot of corruption in your Sector House. You can choose to ignore what you have found but you can no longer work for the COE (keeping all training and benefits). You can choose to side with those responsible but you will ultimately be found out and lose 1 Inf for your involvement. If you choose to report your findings you must roll Law 8+ or you fail to prove your findings and gain an Enemy of the Judge in charge of the operation.
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).

BENEFITS

You gain the right to access any data or computer system if intelligence from those sources is required for your investigations.

EQUIPMENT

You are issued with a Computer Security Card. COE Judges also get priority on the following items:

Equipment: Com-scan, hand line, long ear.

Robots: None.

Vehicles: S-Wagon and Surveillance ROV.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you can remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	A number of your missions involve investigating crime scenes and related intelligence. Gain one level in Investigation.
14	You have a natural aptitude for operating ROVs. Gain one level in Remote Operations.
15	You study the geography of the city. Gain one level in Mega-City One Geography.
16	You study the history of the city. Gain one level in Mega-City One History.
21	You investigate a crazy scientist who is believed to be working for a criminal organisation or enemy. You spend a lot of time studying his work. Gain 1 level in any Physical or Life Science.
22	Undertake rigorous physical training. Gain +1 Dex.
23	You spend much of your training as part of the crew on an S-Wagon. Gain one level in Flyer (grav).
24	You have a natural aptitude for using and interpreting surveillance equipment. Gain one level in Sensors.
25	Your surveillance leads you to an individual who was a former member of a criminal organisation. You cut a deal with him and gain him as an Informer.
26	Several of your missions involve examining a lot of crime scenes and data. Gain the Analysis special technique.
31	An investigation overlaps with an undercover operation and you work closely with a Wally Squad Judge. Gain him as a Contact.
32	Undertake rigorous physical training. Gain +1 End.
33	You spend a lot of time gathering intelligence on the streets. Gain one level in Streetwise.
34	You have a natural aptitude for sneaking and hiding. Gain one level in Stealth.
35	You study the geography of the city. Gain one level in Mega-City One Geography.
36	You study the history of the city. Gain one level in Mega-City One History.
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1 or Heavy Weapons (any).
42	Undertake rigorous mental training. Gain +1 Int.
43	You are part of a team working with the Harbour Squad to apprehend a gang of smugglers. Gain the Evaluate special technique.
44	You have a natural aptitude for operating ROVs. Gain one level in Remote Operations.
45	You gain a civilian Contact.
46	Several of your missions involve a lot of examination of crime scenes and data. Gain the Analysis special technique.
51	You uncover a major plot against Mega-City One. Gain +1 Inf.
52	Undertake rigorous mental training. Gain +1 Edu.
53	You spend much of your training as part of the crew on an S-Wagon. Gain one level in Flyer (grav).
54	You have a natural aptitude for using and interpreting surveillance equipment. Gain one level in Sensors.
55	You gain a Contact in your Sector House.
56	You uncover intelligence that prevents another Robot War. The time spent examining the information gives you Space Science (robotics) 1 and you also gain +1 Inf.
61	What started as a simple mission turns out to be part of a bigger plot against the Justice Department. You work closely with your Sector Chief and gain him as a Contact.
62	You uncover intelligence that prevents a Judge from walking into a trap. Gain him as an Ally.
63	You are assigned to work with the Wally Squad to apprehend a drugs ring. Gain the Evaluate special technique.
64	You have a natural aptitude for sneaking and hiding. Gain one level in Stealth.
65	You save the life of a fellow Judge, gaining an Ally in the COE.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

CREDIT SQUAD JUDGE

Credit Squads are part of the Accounts Division and are skilled in all matters of accounting, finance and computing. They serve two primary roles for the Justice Department, both of which deal with offences related to fraud, embezzlement and electronic crime. Any individual or business suspected of these crimes will be investigated by Credit Squad Judges (also called Account Judges or Acc-Judges). If any evidence of these activities is found the culprits are apprehended.

If any money is lost to the Justice Department as a result of these criminal acts, the Credit Squad then fulfils their second role. Anything belonging to the perp is valued and items are then procured up to the value of money owed to the Justice Department Treasury.

REQUIREMENTS

You must have an Intelligence of at least 8 and at least one level in one of the following skills: Admin or Computers.

SURVIVAL

Roll Int 8+.

MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	You take a number of tests as part of your training. Roll Int 8+. If you fail you do not pass the tests and must resume your previous position. You do not gain any training for this term.
4	You are attacked during a routine investigation. Roll Gun Combat (any) 8+. If you succeed the perp is apprehended and you discover he was embezzling funds. If you fail you are seriously injured, forcing you out of action for several months and you do not gain the special technique from your training this term.
5	An Audit Droid malfunctions and attacks you. Roll End 8+. If you fail, roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37). You also gain a mistrust of robots.
6	You make a miscalculation whilst checking some financial records. The mistake is eventually spotted but not after the suspect - a notable businessman - is arrested and questioned, causing some embarrassment for the Justice Department. Lose 1 Inf.
7	You misinterpret a suspect's records and he is arrested and sentenced to 10 years in an iso-cube. A subsequent investigation proves his innocence and he is released six months later. You gain him as an Enemy.
8	You doubt the ability of a fellow trainee and double check his work. You are proved wrong but he finds out and you gain him as a Rival.
9	You discover that your superior is embezzling funds from suspects he investigates. Roll Computers 8+ to prove his crime but if you fail you gain him as an Enemy.
10	A conman offers you a deal in return for not turning him in. If you accept, roll Deception 8+ and you gain the perp as an Informer. Failing this roll will force you from the Credit Squad but you still gain all training for this term.
11	You find the subject of finances and maths fascinating, working it into a conversation at any opportunity. Unfortunately, few other people share your love of numbers and get bored easily when talking to you. Lose 1 Inf.
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).

TRAINING

Roll once on the table or pick one as required.

1d6	Special Technique
1	Analysis
2	Data Access
3	Evaluate
4	Formidable Presence
5	Perp Sense
6	Track Perp

BENEFITS

Assisted by an audit droid, you have the authority to make spot audits on any citizen.

EQUIPMENT

You are issued with a Computer Security Card and have priority on the following items:

Equipment: None.

Robots: Audit droid.

Vehicles: None.

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	Too much time examining records and computer data forces you to do additional physical training. Gain one of Athletics (any) 1 or Melee (any) 1.
14	You have a natural aptitude for administration and bureaucracy. Gain one level in Admin.
15	You study the geography of the city. Gain one level in Mega-City One Geography.
16	You study the history of the city. Gain one level in Mega-City One History.
21	You are given a case that could make or break your career in the Credit Squad. Roll Admin or Computers 8+. If you succeed you gain +1 Inf. If you fail, roll on the mishap table.
22	Undertake rigorous physical training. Gain +1 Dex.
23	Your work in the Credit Squad has given you a good understanding of business and trade. Gain Broker 1 or Social Science (economics) 1.
24	You have a logical mind. Gain one level in Computers.
25	You develop a friendship or familiarity with an audit droid and you request that it is assigned to you. Roll Inf 8+. If successful your request is granted and the droid follows you wherever you go.
26	As part of your training you must examine records from your Sector House and you discover some irregularities. If you wish to investigate further roll Admin 8+. If you fail you lose 1 Inf for making poor accusations against your Sector House. If you succeed you gain +1 Inf for exposing those responsible.
31	You are taught advanced investigation techniques. Gain one level in Investigation.
32	Undertake rigorous physical training. Gain +1 End.
33	You have a naturally logical and scientific mind and devote your spare time to additional study. Gain one new Physical Science skill.
34	You have a natural aptitude for administration and bureaucracy. Gain one level in Admin.
35	You study the geography of the city. Gain one level in Mega-City One Geography.
36	You study the history of the city. Gain one level in Mega-City One History.
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1 or Heavy Weapons (any) 1.
42	Undertake rigorous mental training. Gain +1 Int.
43	Your work in the Credit Squad has given you a good understanding of business and trade. Gain Broker 1 or Social Science (economics) 1.
44	You have a logical mind. Gain one level in Computers.
45	You gain a civilian Contact.
46	You uncover a huge fraud scheme that would have bankrupted many businesses. You gain 1d6 corporate Contacts.
51	You are taught advanced investigation techniques. Gain one level in Investigation.
52	Undertake rigorous mental training. Gain +1 Edu.
53	Too much time examining records and computer data forces you to do additional physical training. Gain one of Athletics (any) 1 or Melee (any) 1.
54	You have a natural aptitude for administration and bureaucracy. Gain one level in Admin.
55	You gain a Contact in your Sector House.
56	Your investigations prevent the embezzlement of funds in a large corporation. You gain the director of that company as an Ally.
61	You are taught advanced investigation techniques. Gain one level in Investigation.
62	One of your training exercises involves examining the financial records of your Sector House. You discover that a lot of money is being wasted and submit a proposal that could save millions of credits. Gain +1 Inf and a Senior Judge as an Ally.
63	Your work in the Credit Squad has given you a good understanding of business and trade. Gain Broker 1 or Social Science (economics) 1.
64	You have a logical mind. Gain one level in Computers.
65	You save the life of a fellow Judge, gaining an Ally in the Credit Squad.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

HARBOUR SQUAD JUDGE

Part of the Atlantic Division, Harbour Squads are responsible for fighting crime at the docks rather than the streets of Mega-City One. Harbour Squad duties include policing the docks and performing customs checks on inbound vessels.

Most Harbour Squad duties are dock-bound but Harbour Squad Judges are also assigned to gunboats to patrol the Eastern Canal and perform customs checks on the larger vessels anchored outside the Watergates. Further information on the Harbour Squad and Atlantic Division can be found on page 79.

REQUIREMENTS

You must have at least one level in one of the following skills: Admin, Broker, Investigate or Sensors.

SURVIVAL

Roll Int 7+.

TRAINING

Roll once on the table or pick one as required.

1d6	Special Technique
1	Analysis
2	Evaluate
3	Formidable Presence
4	Perp Sense
5	Pistol Specialist
6	Track Perp

MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	You fail to spot a shipment of weapons and explosives that are smuggled into Mega-City One. These armaments are used by a gang who kill several civilians. Due to your negligence you are forced from the Harbour Squad and assume your previous position. You do not gain any training or benefits for this term.
4	You are seriously injured in an accident that takes you out of action for several months. You do not gain the special technique from your training this term.
5	You sustain an injury that forces you out of action for several weeks. You do not gain the skill benefits for this term.
6	You uncover a major smuggling operation. Most of the perps involved are arrested but the leader gets away. Gain him as an Enemy.
7	You are investigating a group of smugglers and discover that a member of the Harbour Squad is on the take. You can report him and gain him as an Enemy or infiltrate the gang by rolling 1d6: 1-2: You are set up to take the fall. You are forced from the Harbour Squad (keeping training and benefits) and lose 1 Inf. 3-4: You join the racket but it is eventually discovered. Roll Inf 8+ to convince your superior that you were trying to expose the entire operation. If you fail you lose 1 Inf but are convincing enough to remain in the Harbour Squad. 5-6: You successfully partner with the corrupt Judge and gain an Informer amongst the smugglers.
8	You are involved in a water-chase. Roll Seafarer (motorboats) 8+. If successful you catch the perps. If you fail roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
9	You diligence in spotting contraband causes problems for several perps and smugglers. Gain 1d3 Enemies.

BENEFITS

You gain one level in Seafarer (motorboats), Investigate or Sensors

EQUIPMENT

There is no standard issue equipment for Harbour Squad Judges but you have priority on the following items:

Equipment: None.

Robots: FISH Bot.

Vehicles: A-Wagon.



2d6	Mishap
10	You discover that a Judge in your squad is using his position to smuggle in drugs for personal use. If you report him you gain him as a Rival. If you ignore the situation it will be discovered by another Judge and you must explain why you did not report it – roll Inf 8+ to convince your superior that you were doing it for the benefit of the Judge and/or Justice Department but if you fail this roll you lose 1 Inf. If you try to help the Judge, roll 1d6: 1–2: You draw unnecessary attention to the situation and the Judge is reprimanded. Gain him as a Rival. 3–4: You try to help him but his addiction is too strong. 5–6: You are successful and manage to get him off the drugs. Gain the Judge as an Ally.
11	A patrol on the Black Atlantic goes terribly wrong. The rest of your unit are killed but you manage to escape. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37) but you also gain a level in Survival.
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	You learn to spot irregularities amongst the dockworkers and civilian water-goers. Gain one level in Street Perception.
14	Checking manifests and filling out numerous forms gives you one level in Admin.
15	You study the geography of the city. Gain one level in Mega-City One Geography.
16	You study the history of the city. Gain one level in Mega-City One History.
21	You are given advanced vehicle training. Gain one of Seafarer (motorboats) 1, Flyer (grav) 1 or Heavy Weapons (any) 1.
22	Undertake rigorous physical training. Gain +1 Dex.
23	You learn to spot irregularities amongst the dockworkers and civilian water-goers. Gain one level in Street Perception.
24	You have a natural aptitude for investigation. Gain one level in Investigate.
25	You spend a lot of time at the docks, checking cargo shipments and crates. It is very demanding work giving you Athletics (any) 1.
26	During your time at the docks you have become familiar with several of the pilots, dockworkers and merchants. Gain 1d3 Contacts.
31	You apprehend a small-time smuggler. He has many connections within the criminal underworld so you let him go in exchange for becoming your personal Informer.
32	Undertake rigorous physical training. Gain +1 End.
33	You spend a lot of time checking manifest data. Gain one level in Computers.
34	You have a natural aptitude for using scanning equipment. Gain one level in Sensors.
35	You study the geography of the city. Gain one level in Mega-City One Geography.
36	You study the history of the city. Gain one level in Mega-City One History.
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1 or Heavy Weapons (any) 1.
42	Undertake rigorous mental training. Gain +1 Int.
43	You spend a lot of time checking manifest data. Gain one level in Computers.
44	You have a natural aptitude for understanding business and trade. Gain one level in Broker.
45	You gain a civilian Contact.
46	During your time at the docks you have become familiar with several of the pilots, dockworkers and merchants. Gain 1d3 Contacts.
51	You are given advanced vehicle training. Gain one of Seafarer (motorboats) 1, Flyer (grav) 1 or Heavy Weapons (any) 1.
52	Undertake rigorous mental training. Gain +1 Edu.
53	You spend a lot of time checking manifest data. Gain one level in Computers.
54	You have a natural aptitude for investigation. Gain one level in Investigate.
55	You gain a Contact in your Sector House.
56	You uncover a smuggling racket run by a number of corrupt Harbour Squad Judges. Gain +1 Inf.
61	Checking manifests and filling out numerous forms gives you one level in Admin.

d66	Event
62	You spend several months trying to trace the source of illegal contraband. Gain one of the following special techniques: Analysis or Evaluation.
63	You play a key role in an operation to bring down a drugs ring. Gain +1 Inf.
64	You have a natural aptitude for using scanning equipment. Gain one level in Sensors.
65	You save the life of a fellow Judge, gaining an Ally in the Harbour Squad.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

HEAVY WEAPONS JUDGE

Heavy Weapons Squads are tactical support units that are deployed for numerous situations where heavy fire-power is needed. This can be anything from block wars and riots to heavily armed perps. Heavy Weapons Squads have a huge arsenal of weapons, armour and vehicles at their disposal.

Heavy Weapons Squad Judges fall into two main categories; riflemen and artillerymen. Riflemen are those who specialise in mobile weapons that can be carried by a single Judge and includes long-gunners and sharpshooters. Artillerymen operate the larger weaponry that is stationary, vehicle

mounted or requires more than one person to operate. Some Heavy Weapons Squad Judges also specialise in explosives.

REQUIREMENTS

You must have three levels in Gun Combat (any) or two levels in Heavy Weapons (any).

SURVIVAL

Roll Dex 8+.

TRAINING

Roll once on the table or pick one as required.

1d6	Special Technique
1	Artillery Specialist
2	Demolitions
3	Rapid Aim
4	Rapid Reload
5	Rifle Specialist
6	Sniper

BENEFITS

You gain one level in Explosives or Tactics.

EQUIPMENT

You are issued with Heavy weapons armour and have priority on the following items:

Equipment: Any weapon.

Robots: Gunmek, Warbot.

Vehicles: Ram-Raider.



MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	As part of your training you are temporarily put in charge of your squad but your tactics are flawed. Several Judges are seriously injured and you fail your mission. This failure forces you from the Heavy Weapons Squad and you revert to your previous position. You do not gain any training or benefits for this term.
4	You sustain a serious injury in combat that takes you out of action for several months. You do not gain the special technique from your training this term.
5	You sustain an injury that forces you out of action for several weeks. You do not gain the skill benefits for this term.

2d6	Mishap
6	You are assigned to command a unit of Gunmek robots. Roll 1d6: 1–2: They disobey your orders and their actions endanger the lives of another Heavy Weapons Squad. You gain a hatred of robots. 3–4: You fail to deploy them properly resulting in the failure of your mission. Lose 1 Inf. 5–6: One of the robots malfunctions and shoots at you by mistake. Roll Dex 8+ and if you fail roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
7	Your commander is injured and you take leadership of the unit. Roll Tactics 8+. If you fail you are disciplined for your poor tactics and lose 1 Inf.
8	You disagree with the tactical decision of your commander. Roll 1d6: 1–2: You convince your commander to use your tactics but you are wrong and several Judges are seriously injured. Lose 1 Inf. 3–4: You do not convince your commander but you are correct. He loses his command and you gain him as a Rival. 5–6: You do not convince your commander and his plan works flawlessly. He questions your judgement. Roll Inf 9+ or he has you removed from the Heavy Weapons Squad but you keep your training and benefits.
9	You accidentally shoot a member of your team. Roll 1d6: 1–2: The Judge dies and you are forced out of the Heavy Weapons Squad but you keep your training and benefits. 3–4: The Judge is severely injured and you gain him as a Rival. 5–6: The Judge receives a minor wound and you lose 1 Inf for your mistake.
10	You are involved in a major gun battle. Roll Heavy Weapons (any) 7+. If you fail roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
11	You attempt to save an injured Judge. Roll Dex 7+. If you succeed you gain him as an Ally. If you fail roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	You are given advanced survival training. Gain one level in Survival.
14	You have a natural aptitude with rifles. Gain one level in Gun Combat (slug rifle, shotgun or energy rifle).
15	You study the geography of the city. Gain one level in Mega-City One Geography.
16	You study the history of the city. Gain one level in Mega-City One History.
21	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1 or Heavy Weapons (any) 1.
22	Undertake rigorous physical training. Gain +1 Dex.
23	You have a natural aptitude for tactical deployment. Gain one level in Tactics.
24	You have a natural aptitude for heavy weapons. Gain one level in Heavy Weapons (any).
25	You study the geography of the city. Gain one level in Mega-City One Geography.
26	During several training exercises you take charge of the unit as other trainees look up to you. It is clear you have some natural leadership ability. Gain one level in Leadership.
31	You are assigned command of a Gunmek unit and spend several months working with and maintaining them. Gain one level in Space Science (robotics).
32	Undertake rigorous physical training. Gain +1 End.
33	You are trained to use a number of different weapons and soon pick your favourite. Pick any weapon that does not require additional operators and roll the appropriate weapon skill 8+. If you succeed, you prove your worthiness with that weapon and gain it as a permanent issue item.
34	You have a natural aptitude for demolitions. Gain one level in Explosives.

d66	Event
35	You study the geography of the city. Gain one level in Mega-City One Geography.
36	You spend most of your training with a single squad but are not assigned to them once your training is complete. Gain 1d6 Contacts within the squad.
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1 or Heavy Weapons (any) 1.
42	Undertake rigorous mental training. Gain +1 Int.
43	You are given advanced physical training. Gain Athletics (any) 1.
44	You have a natural aptitude for tactical deployment. Gain one level in Tactics.
45	You gain a civilian Contact.
46	During several training exercises you take charge of the unit as other trainees look up to you. It is clear you have some natural leadership ability. Gain one level in Leadership.
51	You are amongst the top Judges to have been trained this year. Roll Gun Combat (slug rifle, shotgun or energy rifle) or Heavy Weapons (any) 10+. If you succeed you become the top scoring trainee and you gain +1 Inf.
52	Undertake rigorous mental training. Gain +1 Edu.
53	You have a natural aptitude for demolitions. Gain one level in Explosives.
54	You have a natural aptitude with rifles. Gain one level in Gun Combat (slug rifle, shotgun or energy rifle).
55	You gain a Contact in your Sector House.
56	You are selected for advanced training. Roll Gun Combat (slug rifle, shotgun or energy rifle) and Heavy Weapons (any). If your highest roll was Gun Combat, gain the Rifle Specialist technique. If your highest roll was Heavy Weapons, gain the Artillery Specialist technique.
61	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1 or Heavy Weapons (any) 1.
62	During a training exercise you are given command of your team. A Judge calls in for backup against some heavily armed perps. You are the nearest unit and have no choice but to help out the Judge. Roll Tactics 8+. If you succeed gain the Judge as a Contact and gain +1 Inf.
63	Your team is pinned down by enemy fire. Roll Gun Combat (any) 8+ or Heavy Weapons (any) 7+. If you succeed your heroic actions save the entire squad and you gain +1 Inf. If you fail, roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
64	You have a natural aptitude for heavy weapons. Gain one level in Heavy Weapons (any).
65	You save the life of a team member. Gain him as an Ally.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

HOLOCAUST SQUAD JUDGE

Holocaust Squad Judges are seen as the toughest of all specialist units, the elite of the Justice Department. Judges are either recruited into a Holocaust Squad following exemplary service or are misfits who have become expendable, those Judges who request to join a Holocaust Squad are rarely successful – only the most hardened and skilled individuals have what it takes to be a Holocaust Judge.

Members of these units have the most intensive training of all the specialities and are often assigned to dangerous, high-risk missions. Holocaust Squad Judges must be prepared to sacrifice their own lives for the good of Mega-City One and they undergo a series of tests to prove their fearlessness in this regard.

Many Holocaust Squad Judges also serve as Street Judges until they are called into action. They are on constant alert and are primarily used to avert major catastrophes that threaten Mega-City One and the Justice Department.

REQUIREMENTS

You must have Endurance of 9 or higher and at least two levels in one of the following skills: Heavy Weapons (any), Survival or Tactics.

SURVIVAL

Roll End 9+.

TRAINING

Roll once on the table or pick one as required.

1d6	Special Technique
1	Combat Acuity
2	Demolitions
3	Lightning Reactions
4	Rapid Aim
5	Recovery
6	Resilient



BENEFITS

You gain +1 Endurance and one level in Explosives, Heavy Weapons (any) or Survival.

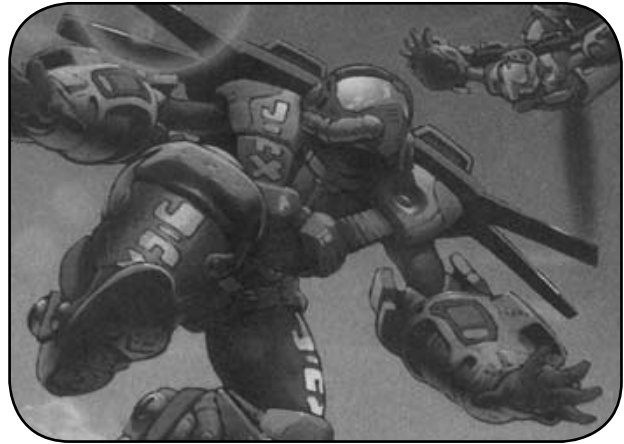
EQUIPMENT

Holocaust Squad Judges are not issued with any standard equipment except for elite members who use holocaust suits. You gain priority on the following items:

Equipment: Any weapon, Holocaust Suit (Referee's discretion), Modular Repair Kit.

Robots: Any.

Vehicles: Any.



MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	You are on a dangerous mission and must lay down your life if your team is to succeed. You are unable to make the sacrifice and the mission fails. You lose 1 Inf and are forced out of the Holocaust Squad in shame, returning to your previous position. You do not gain any training or benefits for this term.
4	You are seriously injured in an accident that takes you out of action for several months. You do not gain the special technique from your training this term.
5	You sustain an injury that forces you out of action for several weeks. You do not gain the skill benefits for this term.
6	You must complete a rigorous assault course as part of your training. Roll Athletics (any) 9+. If you fail you are deemed unsuitable for the Holocaust Squad and resume your previous position, losing all training and benefits.
7	You struggle to pass the endurance tests and must complete an additional trial. Roll End 8+ to pass. If you fail you are deemed unsuitable for the Holocaust Squad and resume your previous position, losing all training and benefits.
8	You must complete a shooting exercise as part of your training. Roll Gun Combat (any) 10+. If you fail you are deemed unsuitable for the Holocaust Squad and resume your previous position, losing all training and benefits.
9	During a training exercise, one of your team steps into your line of fire and you accidentally shoot him. You are both called in for review. Roll Inf 9+ to convince your trainer that it was not your fault. If you fail, lose 1 Inf. If you succeed, you are cleared of the charge but the Judge you shot is forced out of the Holocaust Squad and becomes a Rival.
10	During a dangerous mission, you fail to clear the area and a perp injures one of your team before you shoot him down. Roll Inf 9+ to convince your superior that you followed procedure. If you fail you lose 1 Inf.
11	You complete a mission to destroy a dangerous and powerful gang armed with a nuclear weapon. However, one of the gang leader's brothers was not present and has sworn vengeance upon your entire team. Gain him as an Enemy.
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	You join an advanced training programme. Gain Athletics (any) 1.
14	You have a natural aptitude with heavy weapons. Gain one level in Heavy Weapons (any).
15	You study the geography of the city. Gain one level in Mega-City One Geography.
16	You study the history of the city. Gain one level in Mega-City One History.
21	You heroically risk your life for the good of the mission. You must roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37) but you gain +1 Inf for your dedication and self-sacrifice.
22	Undertake rigorous physical training. Gain +1 Dex.
23	During a mission, one of your team is badly injured. You try to save him but lack the skills to do so and he dies. You vow never to let one of your team die again under such circumstances and take additional training as a field medic. Gain one level in Medic.
24	You have a natural instinct for survival. Gain one level in Survival.
25	A crazy scientist has built an army of deadly robots and your team must destroy them all. The battle is long and bloody but you are victorious. You have killed so many robots that you instinctively know their weak points and gain a +1 DM to any attack roll made against a robot.
26	You develop a strong friendship with another trainee. Gain him as an Ally.
31	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1 or Heavy Weapons (any) 1.
32	Undertake rigorous physical training. Gain +1 End.
33	You join an advanced training programme. Gain Athletics (any) 1.
34	You have a natural aptitude for strategy. Gain one level in Tactics.
35	You study the geography of the city. Gain one level in Mega-City One Geography.
36	You study the history of the city. Gain one level in Mega-City One History.
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1 or Heavy Weapons (any) 1.
42	Undertake rigorous mental training. Gain +1 Int.
43	You have a natural aptitude for strategy. Gain one level in Tactics.
44	You have a natural aptitude for demolitions. Gain one level in Explosives.
45	You gain a civilian Contact.
46	You are trained to use a Holocaust Suit. Gain one level in Battle Dress.
51	During your training you discover your leadership potential. Gain one level in Leadership.
52	Undertake rigorous mental training. Gain +1 Edu.
53	You join an advanced training programme. Gain Athletics (any) 1.
54	You have a natural aptitude with heavy weapons. Gain one level in Heavy Weapons (any).
55	You gain a Contact in your Sector House.
56	You are trained to use a Holocaust Suit. Gain one level in Battle Dress.
61	You undertake advanced endurance training. Gain one of the following special techniques: Recovery or Resilient.
62	You complete your training with flying colours. Gain +1 Inf.
63	You have a natural aptitude for demolitions. Gain one level in Explosives.
64	You have a natural instinct for survival. Gain one level in Survival.
65	You save the life of a fellow Judge, gaining an Ally in the Holocaust Squad.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

JUDGE PILOT

Judge Pilots are the cream of the Space Corps, the division responsible for protecting Mega-City One and its off-world colonies from alien attacks and enemies. Off-world colonies tend to be populated with Mega-City One expatriates and have established trade links. The Space Corps patrols these trade routes and can transport an army of Judges and soldiers to any colony that requires it.

There are many duties within the Corps but all Judges have some basic skills in spacecraft operations as Judge Pilots are always in high demand. Further information on the Space Corps can be found on page 81.

REQUIREMENTS

You must have at least one level in one of the following skills: Astrogation, Gunner (any), Pilot (any) or Sensors.



SURVIVAL

Roll Dex or Int 7+.

TRAINING

Roll once on the table or pick one as required.

1d6	Special Technique
1	Combat Acuity
2	Evasive Manoeuvres
3	Lightning Reactions
4	Pistol Specialist
5	Space Hand
6	Targeting Run

BENEFITS

You gain one level in Astrogation, Gunner (any), Pilot (any) or Sensors.

EQUIPMENT

You are issued with space boots and a translator set. You get priority on the following items:

Equipment: None.

Robots: GO-4 Bot.

Vehicles: All spacecraft.

MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	In a routine training exercise you crash your spacecraft, seriously injuring several other Judges. You are kicked out of the Space Corps and return to your previous position. You do not gain any training or benefits for this term.
4	You are seriously injured by an alien, forcing you out of action for several months. You do not gain the special technique from your training this term.
5	A training accident takes you out of action for several weeks. You do not gain the skill benefits for this term.
6	Whilst on a mission to an alien world, you are involved in a fight that results in the deaths of several aliens. Your actions give a poor impression of the Justice Department and Mega-City One, resulting in you being banned from that world and you lose 1 Inf.
7	You spend a lot of time amongst aliens who are constantly engaged in illegal activities or perverting the cause of justice. This develops into a hatred of all aliens.
8	You track an interstellar gang to the criminal haven of Xanadu. Your team takes out the gang and several other known fugitives and you become hated by the people of that world. Gain 1d6 Enemies on Xanadu and should you ever return there, word will soon spread to your enemies.
9	You are involved in a space battle. Roll Gunner (any) 8+. If you fail, the enemy wins and you are one of the few survivors – roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
10	On a patrol assignment, an incoming ship fails to respond to your communications. Assuming the vessel to be hostile you disable it, killing several of the crew. The survivors claim that they were having communication problems and that your attack was unjustified. Gain one of the crew as an Enemy.
11	You are assigned to the Titan run. During a prisoner transport, the shuttle is attacked. Roll Pilot 8+. If you fail, the ship is boarded and the prisoners escape – lose 1 Inf.
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	You spend several months on the Titan run transporting prisoners to the penal colony. Gain one level in Pilot (small craft).
14	You have a natural aptitude for navigation. Gain one level in Astrogation.
15	You study the geography of the city. Gain one level in Mega-City One Geography.
16	You study the history of the city. Gain one level in Mega-City One History.
21	You receive advanced training in spacecraft weaponry. Gain one level in Gunnery (any).
22	Undertake rigorous physical training. Gain +1 Dex.
23	You spend several months patrolling the solar system. Gain one level in Pilot (spacecraft).
24	You have a natural aptitude for flying spacecraft. Gain one level in Pilot (any).
25	You spend several months on other worlds and colonies. Gain 1d6 alien and off-world Contacts.
26	You are trained in advanced boarding techniques. Gain Stealth 1 or Tactics 1.
31	You receive advanced training in spacecraft weaponry. Gain one level in Gunnery (any).
32	Undertake rigorous physical training. Gain +1 End.
33	You spend several months as part of a boarding party. Gain Heavy Weapons (any) 1, Recon 1 or Tactics 1.
34	You have a natural aptitude for using scanner equipment. Gain one level in Sensors.
35	You study the geography of the city. Gain one level in Mega-City One Geography.
36	You are trained in advanced boarding techniques. Gain Stealth 1 or Tactics 1.
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1, Pilot (any) 1 or Gunner (any) 1.
42	Undertake rigorous mental training. Gain +1 Int.
43	Your ship crash lands on a hostile world. Gain one level in Survival.
44	You have a natural aptitude for navigation. Gain one level in Astrogation.
45	You gain a civilian Contact.
46	You are trained in advanced boarding techniques. Gain Stealth 1 or Tactics 1.
51	You receive advanced training in spacecraft weaponry. Gain one level in Gunnery (any).
52	Undertake rigorous mental training. Gain +1 Edu.
53	You are assigned to an interstellar customs unit. Gain one of the following special techniques: Analysis or Evaluate.
54	You have a natural aptitude for flying spacecraft. Gain one level in Pilot (any).
55	You gain a Contact in your Sector House.
56	On a mission to apprehend a perp who is in hiding on the criminal haven of Xanadu, you rescue an innocent alien from a gang of muggers. Gain him as an Ally.
61	Your crew are all injured during an attack on your star cruiser. You have to repair the robot crew in order to get the ship back to Earth. Gain one level in Space Science (robotics).
62	You are transporting prisoners in a Titan Shuttle when it is attacked. Roll Pilot 9+. If successful, you avoid being boarded until backup arrives. Gain 1 Inf.
63	Your spacecraft is damaged in combat and drifting out of control. You are the only crew member left alive or conscious and have to make repairs assisted only by a servo-droid. Gain Engineer (any) 1 or Mechanic 1.
64	You have a natural aptitude for using scanners. Gain one level in Sensors.
65	You save the life of a fellow Judge, gaining an Ally in the Space Corps.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

JUDGE WARDER

Judge Warders (also called Iso-Warders) are responsible for running the large Iso Block facilities (see page 85) that house thousands of iso-cubes. They oversee the convicts and any visitors that are permitted into the Iso Block. Warders receive specialised training to deal with potential escape attempts and prison riots.

REQUIREMENTS

You must have at least two levels in one of the following skills: Gun Combat (any) or Melee (any).

SURVIVAL

Roll Dex 7+.

TRAINING

Roll once on the table or pick one as required.

1d6	Special Technique
1	Combat Acuity
2	Crowd Combat
3	Crowd Control
4	Formidable Presence
5	Lightning Reactions
6	Rapid Aim

MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	During an exercise period, an inmate overpowers you and with the help of other convicts manages to escape. With such a failure you are demoted to your previous position. You do not gain any training or benefits for this term.
4	You are seriously injured by a convict, forcing you out of action for several months. You do not gain the special technique from your training this term.
5	A training accident takes you out of action for several weeks. You do not gain the skill benefits for this term.
6	During an attempted break-out, you are forced to kill an inmate. He was the leader of a small gang who were never apprehended. Gain 1d3 gang member Rivals.
7	A riot breaks out in your Iso Block. Roll 1d6: 1–2: A convict attacks you and takes your weapon, which he uses to seriously injure several other Warders. Lose 1 Inf. 3–4: You are overpowered and severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result. 5–6: You manage to hold your position and the riot is soon put to an end when reinforcements arrive.
8	An inmate attacks you unexpectedly. Roll Dex 9+. If you fail, roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
9	You take a particular disliking to one of the inmates and treat him badly. Due to a technicality he is released early. Gain him as an Enemy.

BENEFITS

You gain one level in Melee (bludgeon).

EQUIPMENT

You are issued with an electro-prod and Pacifier riot gun. You also gain priority access to the following items:

Equipment: Riot armour and riot shield.

Robots: Gunmek.

Vehicles: None.



2d6	Mishap
10	You discover that some of the inmates are somehow smuggling in small items and you conclude that one of the other Warders must be involved. Roll Investigate 8+ to discover which Judge is involved. If successful roll 1d6: 1–2: You report the Judge but your evidence proves incorrect. This does not reflect well on you, lose 1 Inf. 3–4: You report the Judge and he is found guilty by the SJS. The Judge is disciplined and you gain him as an Enemy. 5–6: You have enough evidence to report the Judge and after an SJS investigation he is disciplined but never knows of your involvement.
11	You find a new enjoyment in beating up the serious offenders in your Iso Block. You have to be careful in the methods you employ so you do not leave too many marks or scars. Roll Melee (any) 9+ or you are discovered and lose 1 Inf.
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	You take advanced physical training. Gain Athletics (any) 1.
14	You have a natural aptitude with guns. Gain one level in Gun Combat (any).
15	You study the geography of the city. Gain one level in Mega-City One Geography.
16	You study the history of the city. Gain one level in Mega-City One History.
21	You build a rapport with one of the inmates. He serves his term and you gain him as an Informer when he is released.
22	Undertake rigorous physical training. Gain +1 Dex.
23	Your time in the Iso Block has made you ever vigilant. Gain one level in Recon.
24	You have a natural aptitude for close combat. Gain one level in Melee (any).
25	You suspect something shady is going on in the Iso Block. Roll Investigate 8+. If you succeed, you expose several Judges who have been making deals with the inmates. The Judges are severely disciplined and you gain +1 Inf for your loyalty and diligence.
26	You handle yourself exceptionally well during a prison riot and receive additional training. Gain one of the following special techniques: Crowd Control or Crowd Combat.
31	Dealing with inmates on a daily basis has increased your ability to influence and intimidate. Gain Interrogate 1 or Persuade 1.
32	Undertake rigorous physical training. Gain +1 End.
33	You take advanced physical training. Gain Athletics (any) 1.
34	You have a natural aptitude with guns. Gain one level in Gun Combat (any).
35	You study the geography of the city. Gain one level in Mega-City One Geography.
36	You study the history of the city. Gain one level in Mega-City One History.
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1, Pilot (any) 1 or Gunner (any) 1.
42	Undertake rigorous mental training. Gain +1 Int.
43	Your time in the Iso Block has made you ever vigilant. Gain one level in Recon.
44	You have a natural aptitude for close combat. Gain one level in Melee (any).
45	You gain a civilian Contact.
46	You get to know many of the other Judge Warders in your Iso Block and build up a good rapport. Gain 1d3 Warder Contacts.
51	You build a rapport with one of the inmates. He serves his term and you gain him as an Informer when he is released.

d66	Event
52	Undertake rigorous mental training. Gain +1 Edu.
53	You take advanced physical training. Gain Athletics (any) 1.
54	You have a natural aptitude with guns. Gain one level in Gun Combat (any).
55	You gain a Contact in your Sector House.
56	You handle yourself exceptionally well during a prison riot and receive additional training. Gain one of the following special techniques: Crowd Control or Crowd Combat.
61	Dealing with inmates on a daily basis has increased your ability to influence and intimidate. Gain Interrogate 1 or Persuade 1.
62	You have had to deal with a number of minor injuries during your time in the Iso Block. Gain one level in Medic.
63	You diffuse a potentially dangerous situation that would have resulted in the deaths of inmates and Judges. Your actions are well known and you gain +1 Inf. You also gain the Warder Chief as a Contact.
64	You have a natural aptitude for close combat. Gain one level in Melee (any).
65	You save the life of a fellow Judge during an attempted break-out. You gain the Warder as an Ally.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

K-UNIT JUDGE

This is a specialised Psi unit trained to use offensive and defensive psionic powers. Psi Judges capable of using such talents are rare and are potentially unstable but K-Unit is necessary in certain situations to defend the city or fight powerful psionic enemies. More details on Psi Division and Psionic Talents can be found in *Judge Dredd*.

REQUIREMENTS

You must have Psionic Strength of 9+.

SURVIVAL

Roll Psi 8+.

TRAINING

Roll once on the table or pick one as required.

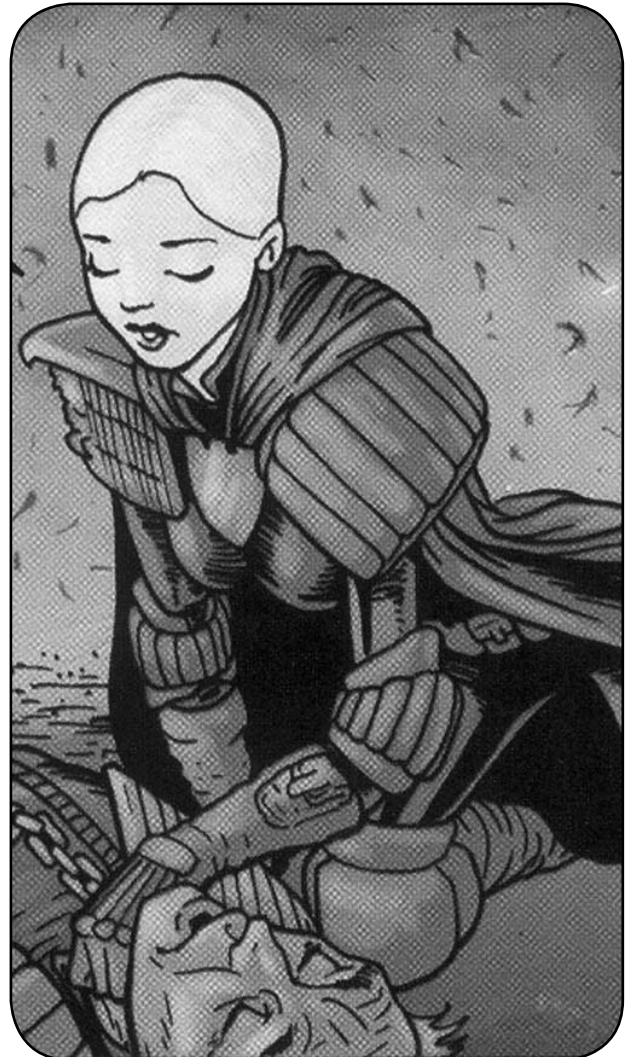
1d6	Special Technique
1	Defensive Block
2	Enhanced Power
3	Inner Strength
4	Sixth Sense
5	Strong Willed
6	Talent Focus

BENEFITS

You gain one level in Psionic Attack or Psionic Defence.

EQUIPMENT

You are issued with Anti-Psi-Spray, Personal Psi Battery, Psi Drugs and Trauma Suppressant. You also gain priority on all psionic equipment as listed in *Judge Dredd*.



MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	During a training exercise with another Psi Judge you lose control and cause him a serious injury (mental or physical) that he never fully recovers from. You are forced out of K-Unit and return to your previous position. You do not gain any training or benefits for this term.
4	You are seriously injured by a perp, forcing you out of action for several months. You do not gain the special technique from your training this term.
5	A training accident takes you out of action for several weeks. You do not gain the skill benefits for this term.
6	You are in a combat situation and are forced to use your powers in quick succession. Roll Psi 8+. If you fail you gain 2 levels of Psionic Trauma (see page 197 of <i>Judge Dredd</i>).
7	You become competitive with another trainee. Roll 1d6: 1–2: You outclass the other Psi Judge but the effort you put into your talents results in you gaining 1 level of Psionic Trauma (see page 197 of <i>Judge Dredd</i>). 3–4: The competitiveness increases beyond rational levels. Gain the Psi Judge as a Rival. 5–6: The Psi Judge continually tries to outclass you and eventually gains a mental instability that forces him from the Justice Department. You have learned a valuable lesson but a high price had to be paid.
8	After seeing some of the unpleasant effects of psionic trauma you become much more selective in the use of your powers and will never overuse your abilities.
9	You experience serious side-effects to Psi-Drugs. If you use them you suffer a –2 DM to all Psionic Talents for a period of 4d6 hours.
10	You become addicted to one or more drugs as detailed on page 198 of <i>Judge Dredd</i> .
11	You volunteer for an experiment that goes terribly wrong. Roll on the mental instability table on page 199 of <i>Judge Dredd</i> .
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	Undertake rigorous Psi training. Gain +1 Psi.
14	You have a natural aptitude for psionics. Gain one level in a Psionic Talent you already have.
15	You study the geography of the city. Gain one level in Mega-City One Geography.
16	You study the history of the city. Gain one level in Mega-City One History.
21	You spend a lot of time with the other trainees, exchanging stories and tips on your talents and abilities. Gain 1d3 Psi Judge Contacts.
22	Undertake rigorous physical training. Gain +1 Dex.
23	You receive additional training. Gain a new basic talent.
24	You have a natural aptitude for psionics. Gain one level in a Psionic Talent you already have.
25	An army of strange psionic aliens attack Mega-City One. Every member of K-Unit is called upon to fight the enemy. Roll Psi 9+. If successful you play a key role in defeating them, gaining +1 Inf and a Contact in the Council of Five.
26	You undertake advanced combat training. Gain one level in a combat skill you already have.
31	You notice that one of the other trainees has developed an addiction to cope with the stresses of being a psionic. Roll Inf 8+. If successful, you are able to help him cure the addiction and gain him as an Ally.
32	Undertake rigorous physical training. Gain +1 End.
33	Undertake rigorous Psi training. Gain +1 Psi.
34	You have a natural aptitude for psionics. Gain one level in a Psionic Talent you already have.
35	You study the geography of the city. Gain one level in Mega-City One Geography.
36	You undertake advanced combat training. Gain one level in a combat skill you already have.

d66	Event
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1 or Heavy Weapon (any) 1.
42	Undertake rigorous mental training. Gain +1 Int.
43	You receive additional training. Gain a new basic talent.
44	You have a natural aptitude for psionics. Gain one level in a Psionic Talent you already have.
45	You gain a civilian Contact.
46	You specialise in defensive psionics. Roll Psi 8+. If you are successful you gain the Defensive Block special technique.
51	You have a natural immunity to psionic inhibitors and suppressors. You only suffer a -2 DM when on inhibitor drugs and lose half the Psi Strength points from Anti-Psi Spray.
52	Undertake rigorous mental training. Gain +1 Edu.
53	Undertake rigorous Psi training. Gain +1 Psi.
54	You have a natural aptitude for psionics. Gain one level in a Psionic Talent you already have.
55	You gain a Contact in your Sector House.
56	You receive special training to resist the effects of Psionic Trauma. Roll Psi 8+. If you are successful you gain the Strong Willed special technique.
61	You are offered the opportunity to take part in a psionic experiment. If you agree to participate roll 1d6: 1: The experiment goes terribly wrong resulting in the permanent loss of 1 Psi. 2: The experiment fails causing a minor injury. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the highest result. 3-4: The experiment fails but there are no ill effects. 5-6: The experiment is a success. Gain +1 Psi.
62	You are shortlisted to receive a Psi Enhancer implant but must prove your ability. If you agree to have one, roll Psi 9+. If successful you are chosen and must undergo the surgical procedure as detailed on page 206 of <i>Judge Dredd</i> . Roll 1d3 for the level of the Psi Enhancer.
63	You have a natural aptitude for one particular Psionic Talent. Gain the Talent Focus special technique.
64	You have a natural aptitude for psionics. Gain one level in a Psionic Talent you already have.
65	You save the life of a fellow Judge, gaining an Ally in K-Unit.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

MUTANT CONTROL JUDGE

Mutant Control is part of the Immigration Division (see page 80). They are tasked with the removal of illegal mutants from Mega-City One, which usually involves hunting them

in ruined areas of the city and returning them back to the Cursed Earth. This authority has applied to existing mutants and citizens that have begun to manifest mutations that contravene the Genetic Purity Act, but at the current time is only used against mutants who are not citizens of the city.



Investigations by Mutant Control can often lead the Judge to the Cursed Earth. Known associates and family members of tracked mutants can provide valuable insight into the perp, his skills and where he might be hiding within Mega-City One. Mutant sympathisers also come under the purview of Mutant Control and are often uncovered during investigations.

REQUIREMENTS

You must have at least two levels in one of the following skills: Investigate or Street Perception.

SURVIVAL

Roll Int 7+.

TRAINING

Roll once on the table or pick one as required.

1d6	Special Technique
1	Crowd Control
2	Formidable Presence
3	Perp Sense
4	Pistol Specialist
5	Rapid Aim
6	Track Perp

BENEFITS

You do not gain any additional benefits.

EQUIPMENT

You are issued with a Mk II Lawmaster and get priority on the following items:

Equipment: Com-scan, Olfactory Scanner, Remote.

Robots: None.

Vehicles: None.

MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	You are overzealous in your hunt for mutants in Mega-City One and come under the scrutiny of the SJS. You are found guilty and deemed unfit for Mutant Control. You return to your previous position and do not gain any training for this term.
4	You are seriously injured by a mutie, forcing you out of action for several months. You do not gain the special technique from your training this term.
5	You are forced to kill a mutie during one of your investigations. Gain an Enemy mutie in the form of a family member or friend.
6	Your time hunting down illegal mutants has evolved into a hatred of muties. You have no sympathy for them at all and if you can get away with harming them in the line of duty, you will.
7	You have hunted down many mutants and have become well known in the mutie community for being very efficient at your job. Gain 1d3 Rivals in the form of the families and friends of your victims.
8	Your dislike of muties results in an unfair sentence. You are investigated by the SJS but manage to convince the investigating Judge that it was a mistake. You are disciplined for your misinterpretation of the law and lose 1 Inf.
9	You escort a mutie back to the Cursed Earth and are attacked upon your arrival by a gang of mutie Judge-haters. Roll Gun Combat (any) 8+. If you fail, roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
10	During an assignment to the Cursed Earth you are captured by a group of muties. Roll Dex 9+. If you succeed, you manage to escape and gain one level in Survival. If you fail, roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
11	Your partner is killed by a mutant who managed to escape to the Cursed Earth. You have vowed to bring the mutie to justice and gain him as an Enemy.
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	Your time on the streets gives you one level in Street Perception.
14	You have a natural aptitude with guns. Gain one level in Gun Combat (any).
15	You study the geography of the city. Gain one level in Mega-City One Geography.
16	You study the history of the city. Gain one level in Mega-City One History.
21	You are ambushed in the Cursed Earth. You manage to escape and find a place to hide and recover from your injuries. Gain one level in Survival.
22	Undertake rigorous physical training. Gain +1 Dex.
23	Your mutant hunting has given you an acute combat awareness. Gain one level in Recon.



d66	Event
24	You have a natural aptitude for questioning people. Gain one level in Interrogation.
25	During a mission in the Cursed Earth, your partner is killed by a mutie. You gain a hatred of all mutants and get a +1 DM to any attack roll made against them.
26	You receive advanced Lawmaster training. Gain one level in Drive (Lawmaster).
31	Your investigations involve questioning known mutie sympathisers. Gain 1d3 Informers.
32	Undertake rigorous physical training. Gain +1 End.
33	Your time on the streets gives you one level in Street Perception.
34	You have a natural aptitude for investigating. Gain one level in Investigate.
35	You study the geography of the city. Gain one level in Mega-City One Geography.
36	During your mutant hunts you often have to sneak around to avoid detection. Gain one level in Stealth.
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1, Pilot (any) 1 or Gunner (any) 1.
42	Undertake rigorous mental training. Gain +1 Int.
43	In an effort to better understand mutants and how they mutate, you study genetics. Gain one level in Life Sciences (genetics).
44	You have a natural aptitude with guns. Gain one level in Gun Combat (any).
45	You gain a civilian Contact.
46	You receive advanced Lawmaster training. Gain one level in Drive (Lawmaster).
51	Your investigations involve questioning known mutie sympathisers. Gain 1d3 Informers.
52	Undertake rigorous mental training. Gain +1 Edu.
53	Your mutant hunting has given you an acute combat awareness. Gain one level in Recon.
54	You have a natural aptitude for questioning people. Gain one level in Interrogation.
55	You gain a Contact in your Sector House.
56	During your mutant hunts you often have to sneak around to avoid detection. Gain one level in Stealth.
61	A mad scientist is experimenting with mutant genetics. You can choose to turn him in for his illegal experiments or you can make a deal and use him as a Contact for future investigations. If you choose the latter, roll Deception 8+. If you fail, your agreement is discovered and you lose 1 Inf and the scientist is arrested.
62	A mutie hunt overlaps with the investigations of another unit or division. Roll Investigate 8+. If you are successful you and the other Judge apprehend a mutie gang. Gain 1 Inf and the Judge becomes a Contact.
63	Your time on the streets gives you one level in Street Perception.
64	You have a natural aptitude for investigation. Gain one level in Investigate.
65	You save the life of a fellow Judge, gaining an Ally in Mutant Control.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

PSYKER-UNIT JUDGE

Psyker-Unit is responsible for monitoring and reporting on known psykers who are usually in the employ of criminal organisations. These Psi Judges use a variety of talents but specialise in Clairvoyance and Telepathy, using remote viewing when possible. Psyker-Unit often works closely with Street Judges to apprehend these perps. More details on Psi Division, psykers and Psionic Talents can be found in *Judge Dredd*.

REQUIREMENTS

You must have Psionic Strength of 7+.

SURVIVAL

Roll Psi 7+.



TRAINING

Roll once on the table or pick one as required.

1d6	Special Technique
1	Enhanced Power
2	Enhanced Talent
3	Inner Strength
4	Remote Viewing
5	Sixth Sense
6	Strong Willed

MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	You fail to monitor a dangerous psyker and once unchecked, the perp is directly responsible for the death of a Judge. Your guilt and shame in losing your mark forces you from Psyker-Unit and you return to your previous position. You do not gain any training or benefits for this term.
4	You are seriously injured by a psyker, forcing you out of action for several months. You do not gain the special technique from your training this term.
5	A training accident takes you out of action for several weeks. You do not gain the skill benefits for this term.
6	Your overzealous use of Psionic Talents results in a mental instability. Roll on the mental instability table on page 199 of <i>Judge Dredd</i> .
7	You battle a powerful psyker. Roll Psi 9+. If you fail you gain 1d6 Psionic Trauma (see page 197 of <i>Judge Dredd</i>).
8	After seeing some of the unpleasant effects of psionic trauma you become much more selective in the use of your powers and will never overuse your abilities.
9	You experience serious side-effects to Trauma-Suppressants. If you use them you suffer a -2 DM to all Psionic Talents for a period of 4d6 hours.
10	You become addicted to one or more drugs as detailed on page 198 of <i>Judge Dredd</i> .
11	You overdose on Psi-Drugs and fall seriously ill. Lose 1 Psi.
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	Your time on the streets gives you one level in Street Perception.
14	You have a natural aptitude for psionics. Gain one level in a Psionic Talent you already have.
15	You study the geography of the city. Gain one level in Mega-City One Geography.
16	You study the history of the city. Gain one level in Mega-City One History.
21	You join a team hunting for a dangerous psyker. Roll Recon 8+. If you succeed you detect an ambush, potentially saving the lives of your team and you gain +1 Inf.
22	Undertake rigorous physical training. Gain +1 Dex.
23	You receive additional training. Gain a new talent.
24	You have a natural aptitude for psionics. Gain one level in a Psionic Talent you already have.
25	You work closely with K-Unit on a training mission and become good friends with one of the Judges. Gain an Ally in K-Unit.
26	You are given advanced combat training. Gain one of Gun Combat (any) 1 or Recon 1.
31	You receive special training to resist the effects of Psionic Trauma. Roll Psi 8+. If you are successful you gain the Strong Willed special technique.
32	Undertake rigorous physical training. Gain +1 End.

BENEFITS

You gain one level in Clairvoyance or Telepathy.

EQUIPMENT

You are issued with Anti-Psi-Spray, Image Sliver, Psi Drugs and Trauma Suppressant. You also gain priority on all psionic equipment as listed in *Judge Dredd*.



d66	Event
33	Your time on the streets gives you one level in Street Perception.
34	You have a natural aptitude for psionics. Gain one level in a Psionic Talent you already have.
35	You study the geography of the city. Gain one level in Mega-City One Geography.
36	You study the history of the city. Gain one level in Mega-City One History.
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1 or Heavy Weapons (any) 1.
42	Undertake rigorous mental training. Gain +1 Int.
43	Undertake rigorous Psi training. Gain +1 Psi.
44	You have a natural aptitude for psionics. Gain one level in a Psionic Talent you already have.
45	You gain a civilian Contact.
46	You are given advanced combat training. Gain one of Gun Combat (any) 1 or Recon 1.
51	You have a natural resistance to the effects of trauma grenades. When rolling to resist the effects of these weapons you gain a +2 DM.
52	Undertake rigorous mental training. Gain +1 Edu.
53	Undertake rigorous Psi training. Gain +1 Psi.
54	You have a natural aptitude for psionics. Gain one level in a Psionic Talent you already have.
55	You gain a Contact in your Sector House.
56	You are given advanced combat training. Gain one of Gun Combat (any) 1 or Recon 1.
61	You are offered the opportunity to take part in a psionic experiment. If you agree to participate roll 1d6: 1: The experiment goes terribly wrong resulting in the permanent loss of one of your Psionic Talents (player's choice). 2: The experiment fails causing a minor injury. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the highest result. 3-4: The experiment fails but there are no ill effects. 5-6: The experiment is a success. Gain a new advanced Psionic Talent and gain one level in a talent you already have.
62	You are shortlisted to receive a Psi Enhancer implant. If you agree to have one, roll Inf 9+. If successful you are chosen and must undergo the surgical procedure as detailed on page 206 of <i>Judge Dredd</i> . Roll 1d3 for the level of the Psi Enhancer.
63	You receive advanced psionic training. Roll Psi 9+. If you succeed you gain a new basic Psionic Talent.
64	You have a natural aptitude for psionics. Gain one level in a Psionic Talent you already have.
65	You save the life of a fellow Judge, gaining an Ally in Psyker-Unit.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

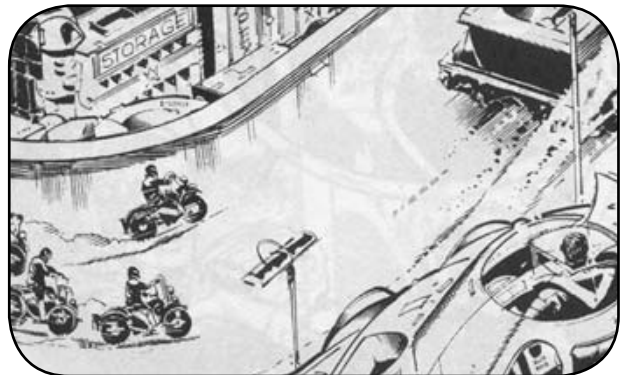
PURSUIT SQUAD JUDGE

The Pursuit Squad was created to train Judges in the use of the Banshee and in high speed pursuits. Pursuit Squad Judges are much more than traffic detail, they patrol the Megways ever vigilant for speedsters, getaway vehicles, carjackers and other dangerous drivers.

Once a perp has been identified, the Judge can give chase and use specialised weapons and devices to track, chase and apprehend the target. Members of the Pursuit Squad are assigned as Banshee drivers, passengers or continue to use their Lawmasters to provide a supporting role to the Banshees.

REQUIREMENTS

You must have at least three levels in Drive (Lawmaster) or two levels in Drive (wheeled).



SURVIVAL

Roll Dex 8+.

TRAINING

Roll once on the table or pick one as required.

1d6	Special Technique
1	Control Crash
2	Dead Halt
3	Formidable Presence
4	Lightning Reactions
5	Pistol Specialist
6	Vehicle Control

MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	You cause a megway pile-up that results in the death of several civilians and your mentor. The guilt and shame of this tragic event forces you to revert to your previous position. You do not gain any training for this term.
4	You are seriously injured in an accident that takes you out of action for several months. You do not gain the special technique from your training this term.
5	During a training exercise, one of the other trainees loses control of his vehicle. Roll Drive (any) 9+. If you fail you crash into him and you are both injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
6	You are pursuing a perp and shoot him with your Banshee's tractor gun. You hit but the perp refuses to slow down. You put the Banshee on automatic and attempt to jump across to the perps vehicle to apprehend him. Roll Dex 9+. If you fail you miss the vehicle and are severely injured – roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
7	You are involved in a high speed chase on a busy megway. Roll Drive (any) 9+. If you succeed you force the perp off the road and apprehend him. If you fail you cause a pile-up and must roll 1d6 to determine the result: 1–2: You cause a pile-up resulting in the deaths of several civilians. Lose 1 Inf. 3–4: You crash your vehicle and must roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37). 5–6: The perp gets away but there are no casualties. However, this failure is recorded on your service record.
8	You lose control of your vehicle during a training exercise. Roll Drive (any) 10+. If you fail, you crash into another Judge and he is seriously injured. Gain him as a Rival.
9	You are involved in a megway pile-up. Roll Inf 9+. If you succeed, you convince your superior that it was not your fault. If you fail, you are blamed for the accident and you lose 1 Inf.
10	You are issued with an experimental new crash suit. When you crash your vehicle during a high speed chase the new armour does offer some protection but you are still injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the highest result.
11	During a Banshee training exercise you crash the vehicle, seriously injuring your passenger. This results in a loss of confidence in your driving skills – from now on you are assigned to Lawmaster duties and will only ever drive with a passenger if it is absolutely necessary.
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).

BENEFITS

You do not gain any additional benefits.

EQUIPMENT

Roll Inf 8+ plus your Drive (wheeled) DM. If successful you are issued a Banshee Pursuit Interceptor or are assigned as a Banshee co-driver (Referee's discretion). Any Judge riding in a Banshee is issued a crash suit. You are also issued with tracer darts and get priority on the following items:

Equipment: None.

Robots: None.

Vehicles: Banshee (if not already assigned to one).

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	You are given additional training in vehicle maintenance. Gain one of Engineer (electronics) 1 or Mechanic 1.
14	You have a natural aptitude for driving. Gain one level in Drive (Lawmaster).
15	You study the geography of the city. Gain one level in Mega-City One Geography.
16	You study the history of the city. Gain one level in Mega-City One History.
21	You get to know many of the Tek Judges responsible for tuning and maintaining the Pursuit Squad vehicles. Gain 1d3 Tek Judge Contacts.
22	Undertake rigorous physical training. Gain +1 Dex.
23	You are tested for your skill in driving a Banshee Pursuit Interceptor. Roll Drive (wheeled) 9+. If successful, you are issued with your own Banshee.
24	You have a natural aptitude for driving. Gain one level in Drive (wheeled).
25	During your time on the megways you have come to know several of the mo-pad drivers. Gain 1d3 Contacts.
26	You undertake advanced physical training for vehicle athletics. Gain one level in Athletics (co-ordination).
31	You take an advanced course in crash control. Roll Drive (any) 9+. If successful you gain one of the following special techniques: Control Crash, Dead Halt or Vehicle Control.
32	Undertake rigorous physical training. Gain +1 End.
33	You are given additional training in vehicle maintenance. Gain one of Engineer (electronics) 1 or Mechanic 1.
34	You have a natural aptitude for driving. Gain one level in Drive (Lawmaster).
35	You study the geography of the city. Gain one level in Mega-City One Geography.
36	You study the history of the city. Gain one level in Mega-City One History.
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1, Pilot (any) 1 or Gunner (any) 1.
42	Undertake rigorous mental training. Gain +1 Int.
43	You are tested for your skill in driving a Banshee Pursuit Interceptor. Roll Drive (wheeled) 9+. If successful, you are issued with your own Banshee.
44	You have a natural aptitude for driving. Gain one level in Drive (wheeled).
45	You gain a civilian Contact.
46	You undertake advanced physical training for vehicle athletics. Gain one level in Athletics (co-ordination).
51	You get to know many of the Tek Judges responsible for tuning and maintaining the Pursuit Squad vehicles. Gain 1d3 Tek Judge Contacts.
52	Undertake rigorous mental training. Gain +1 Edu.
53	You are given additional training in vehicle maintenance. Gain one of Engineer (electronics) 1 or Mechanic 1.
54	You have a natural aptitude for driving. Gain one level in Drive (Lawmaster).
55	You gain a Contact in your Sector House.
56	During a routine patrol you spot a mo-pad hijack in progress. Roll Drive 8+ to apprehend the perp. If successful you avert a major megway pile-up and gain +1 Inf.
61	You take an advanced course in crash control. Roll Drive (any) 9+. If successful you gain one of the following special techniques: Control Crash, Dead Halt or Vehicle Control.
62	You are one of the top drivers in your training squad. Roll Drive (any) 10+. If you are successful, you score top points and gain +1 Inf.
63	You are tested for your skill in driving a Banshee Pursuit Interceptor. Roll Drive (wheeled) 9+. If successful, you are issued with your own Banshee.
64	You have a natural aptitude for driving. Gain one level in Drive (wheeled).
65	You are the passenger in a Banshee and the driver is shot. You expertly take control of the vehicle and save the life of the driver, gaining him as an Ally.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

RIOT SQUAD JUDGE

The Riot Squad is the Justice Department's crowd-control unit, trained to deal with large gatherings of people such as demonstrations, protest marches, mobs and full scale riots. Force of numbers is especially important in dealing with such large crowds and individual Riot Squads are much larger than any other type of street unit.

Riot Squad Judges are heavily armoured and typically form lines around dangerous crowds. Using a variety of weapons such as Riot Foam and Stumm gas, the Judges slowly close in until the situation is under control. Although passive weapons are favoured, Riot Squads have authority to use maximum force when appropriate.



REQUIREMENTS

You must have Endurance 8 or higher and at least two levels in one of the following skills: Gun Combat (any) or Melee (any).

SURVIVAL

Roll Dex 8+.

TRAINING

Roll once on the table or pick one as required.

1d6	Special Technique
1	Crowd Combat
2	Crowd Control
3	Formidable Presence
4	Recovery
5	Lightning Reactions
6	Track Perp

BENEFITS

You gain one level in Melee (any).

EQUIPMENT

You are issued with riot armour and one of the following (player's choice): Riot shield, Mauley Hornet or General Arms 606 Pacifier. You also get priority on the following items:

Equipment: Blast shield.

Robots: None.

Vehicles: Manta Prowl Tank, People Plough, Riot Wagon.

MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	After months of training you are called in to your first riot. You abandon your training and start fighting the crowd. Your partner is undefended and is seriously injured due to your lack of teamwork. You are immediately forced to leave the Riot Squad and return to your previous position. You do not gain any training or benefits for this term.
4	You are seriously injured during a riot, forcing you out of action for several months. You do not gain the special technique from your training this term.
5	A training accident takes you out of action for several weeks. You do not gain the skill benefits for this term.
6	A peaceful fatty demonstration gets out of hand and an unfortunate shot you make kills one of them. Gain a fatty Enemy.
7	You kill an innocent civilian during a riot. Roll Inf 9+ to prove that it was an unavoidable mistake. If you fail you lose 1 Inf.
8	During a riot you severely injure a number of civilians. Gain 1d3 Rivals in the form of their families and friends.

2d6	Mishap
9	A number of peaceful demonstrations that your Riot Squad attended have resulted in full scale riots. The SJS investigate your team to make sure that all procedures have been followed. Roll 1d6: 1–2: You are found guilty of inciting the riots and are dismissed from the Riot Squad. You do not gain any training or benefits for this term. 3–4: Your squad is found guilty but your involvement is minimal. Lose 1 Inf. 5–6: Your squad is cleared of suspicion but observation of your conduct is ongoing.
10	Your team is overwhelmed during a riot. Roll End 9+. If you fail, roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
11	You break up a protest you believe would have become violent. The demonstrators maintain it was a peaceful protest and they are always being harassed by Judges. Gain 1d6 Enemies.
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	Your time on the streets gives you one level in Street Perception.
14	You have a natural aptitude with guns. Gain one level in Gun Combat (any).
15	You study the geography of the city. Gain one level in Mega-City One Geography.
16	You study the history of the city. Gain one level in Mega-City One History.
21	You undertake endurance training. Roll End 9+. If successful, you gain the Recovery special technique.
22	Undertake rigorous physical training. Gain +1 Dex.
23	You are given advanced combat training. Gain one level in Recon.
24	You have a natural aptitude for extracting information. Gain one level in Interrogation.
25	You study the geography of the city. Gain one level in Mega-City One Geography.
26	You are given advanced combat training. Roll Dex 9+. If successful, choose from one of the following special techniques: Combat Acuity, Rapid Aim or Rapid Reload.
31	You are given advanced physical training. Gain one level in Athletics (any).
32	Undertake rigorous physical training. Gain +1 End.
33	Your time on the streets gives you one level in Street Perception.
34	You have a natural aptitude for close combat. Gain one level in Melee (any).
35	You study the geography of the city. Gain one level in Mega-City One Geography.
36	You study the history of the city. Gain one level in Mega-City One History.
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1 or Heavy Weapons (any) 1.
42	Undertake rigorous mental training. Gain +1 Int.
43	Your team is called in to a block war. Roll Gun Combat (any) 7+. If you succeed your actions save many lives and you gain 1d6 civilian Contacts.
44	You have a natural aptitude with guns. Gain one level in Gun Combat (any).
45	You gain a civilian Contact.
46	You save a number of civilians during a riot. Gain 1d3 Allies.
51	You are given advanced physical training. Gain one level in Athletics (any).
52	Undertake rigorous mental training. Gain +1 Edu.
53	You are given advanced combat training. Gain one level in Recon.
54	You have a natural aptitude for extracting information. Gain one level in Interrogation.
55	You gain a Contact in your Sector House.

d66	Event
56	You are given advanced combat training. Roll Dex 9+. If successful, choose from one of the following special techniques: Combat Acuity, Rapid Aim or Rapid Reload.
61	During a riot you spot a sharp shooter. Roll Gun Combat (any) 8+. If successful, you shoot him down and gain 1 Inf.
62	Your squad is called to a demonstration. Roll Street Perception 10+. If successful, you avert a major riot and gain the Deputy Sector Chief as a Contact and 1 Inf.
63	Your time on the streets gives you one level in Street Perception.
64	You have a natural aptitude for close combat. Gain one level in Melee (any).
65	You save the life of a team member during a riot and gain him as an Ally.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

SECTOR CHIEF

Being promoted to the rank of Sector Chief usually comes later in a Judge's life after many years of service with an impressive record of arrests and dedication to the Justice Department. However, running a Sector House with all its personnel and resource management is not an easy task – it is a great responsibility and can be a great burden for one person to bear.

The Sector Chief is primarily a desk job but has numerous responsibilities, often working closely with Acc-Div and Personnel Division. Duties include making decisions regarding budgets, policies and tactics, as well as dealing with internal matters and staff morale. The Sector Chief must also make regular status reports to the Regional Commander on recent arrests, crime rates, personnel and resources.

In addition to his official duties, the Sector Chief must also maintain good relations with the local citizens, whilst enforcing the law in a fair and just manner. Not all Sector Chiefs remain behind their desk, many prefer to be out on the streets fighting crime whenever they have the opportunity to do so if it does not interfere with their main responsibilities.



REQUIREMENTS

You must have served at least eight years on the streets and have a commendable arrest record. Most Sector Chiefs are offered the promotion when they become less efficient on the streets but a Judge may request the position with an Inf 10+ roll.

SURVIVAL

Roll Int 9+.

TRAINING

Roll once on the table or pick one as required.

1d6	Special Technique
1	Analysis
2	Data Access
3	Evaluate
4	Formidable Presence
5	Natural Leader
6	Perp Sense

BENEFITS

You have the authority to call upon the services of the Wally Squad and SJS whenever the situation warrants their involvement. You may arrange personal transport anywhere within Mega-City One for official needs. Any time you leave the Sector House to patrol the streets or travel you are protected by an armed escort, should you wish.

EQUIPMENT

You are not issued any additional standard equipment but you can allocate resources as you see fit.

Equipment: Any.

Robots: Any.

Vehicles: Any.

MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	You simply cannot cope with the responsibility and stress of the job. Eventually it all becomes too much and you resign as Sector Chief, returning to your previous position. You do not gain any training for this term.
4	Your sector has a very high crime rate, making your job even more difficult. You do not get the time for personal development and do not gain a special technique from training for this term.
5	You make an error in judgement when allocating resources, causing problems for one of the divisions in your Sector House. Many Judges lose their confidence in you. Lose 1 Inf.
6	You put a new policy in place that is received badly by the public. Gain 1d6 Rivals.
7	You make a poor budgetary decision. Roll Inf 9+ to justify your decision. If you fail, lose 1 Inf.
8	You refuse to issue a specialist squad with some new equipment. Several of them die and others are convinced they would be alive if they had the equipment they requested. Gain 1d3 Judge Rivals.
9	You take some time to walk the streets and a perp takes the opportunity to take a shot at you. Roll Dex 9+. If you fail, roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
10	The power of your new position goes to your head and you develop a personality quirk. Roll 1d6 to determine the type of trait or choose one of your own: 1: Paranoid. 2: Obsessive Compulsive Disorder (OCD). 3: Addiction. 4: Corrupt. 5: Arrogant. 6: Aggressive.
11	You find it difficult to run the sector house properly. Roll Admin 9+. If you fail your shortcomings are exposed and you are forced to resign your position. Lose 1 Inf.
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	The previous Sector Chief has retired and will be taking the Long Walk within the next year. During this time he becomes an Ally and shows you the ropes of your new position and will help out as much as he is able.
14	You spend a lot of time filing reports. Gain one level in Admin.
15	You study the geography of the city. Gain one level in Mega-City One Geography.
16	You study the history of the city. Gain one level in Mega-City One History.
21	Your duties give you an aptitude for dealing with both civilians and Judges. Gain one level in Diplomacy.
22	Undertake rigorous physical training. Gain +1 Dex.
23	The nature of your job gives you a greater understanding of the legal system. Gain one level in Law.
24	Much of your time is spent reviewing records and accessing reports. Gain one level in Computers.
25	The family of a convicted perp make an appeal. Roll Law 8+. If successful, you agree that the sentence was too harsh and release the individual. Gain him or one of his family as an Ally.
26	You instigate several new policies that are well received by both the Justice Department and the public. Gain 1 Inf.
31	Your duties give you an aptitude for dealing with civilians and Judges. Gain one level in Diplomacy.
32	Undertake rigorous physical training. Gain +1 End.
33	The nature of your job gives you a greater understanding of the legal system. Gain one level in Law.
34	You spend a lot of time filing reports. Gain one level in Admin.
35	You study the geography of the city. Gain one level in Mega-City One Geography.

d66	Event
36	You study the history of the city. Gain one level in Mega-City One History.
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1 or Heavy Weapons (any) 1.
42	Undertake rigorous mental training. Gain +1 Int.
43	The nature of your job gives you a greater understanding of the legal system. Gain one level in Law.
44	Much of your time is spent reviewing records and accessing reports. Gain one level in Computers.
45	You gain a civilian Contact.
46	You instigate several new policies that are well received by both the Justice Department and the public. Gain 1 Inf.
51	Your duties give you an aptitude for dealing with civilians and Judges. Gain one level in Diplomacy.
52	Undertake rigorous mental training. Gain +1 Edu.
53	The nature of your job gives you a greater understanding of the legal system. Gain one level in Law.
54	You spend a lot of time filing reports. Gain one level in Admin.
55	The sector you are assigned to has a low crime rate, making your job extremely easy and giving you a lot of free time. Roll twice on this table. If you roll this result again you gain no further benefit.
56	You instigate several new policies that are well received by both the Justice Department and the public. Gain 1 Inf.
61	You show a special interest in a promising Judge. Gain him as an Ally.
62	Your work is much admired by your colleagues. Gain 1d3 Contacts within your Sector House.
63	Your sector has an unusually high percentage of certain immigrants. As a result you are in frequent contact with their Mega-City of origin and gain a high-ranking Contact from that Mega-City.
64	Much of your time is spent reviewing records and accessing reports. Gain one level in Computers.
65	You overrule the decision of an SJS investigation and drop charges of a Judge's misconduct. Gain him as an Ally.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

SJS JUDGE

The Special Judicial Squad (SJS) is a secretive organisation within the Justice Department responsible for policing and investigating other Judges. The SJS are feared by many Judges, especially those who have strayed from the path of justice.

Any Judge who has broken the law or is suspected of doing so is subject to an SJS investigation. The SJS also carry out Crime Blitzes where they thoroughly investigate a randomly chosen Judge in an effort to maintain the integrity of the Justice Department. SJS Judges are adept at searching through a Judge's records for any transgressions and will examine their personal details, career history, arrest reports, behaviour and off-duty habits. Those found guilty are disciplined or punished and can even be sent to Titan.

REQUIREMENTS

You must have an Inf and End of 9+. Your record must show that you have never been illegally involved in a crime and you must roll Inf 10+ to gain acceptance.

SURVIVAL

Roll Int 8+.

TRAINING

Roll once on the table or pick one as required.

1d6	Special Technique
1	Analysis
2	Data Access
3	Evaluate
4	Formidable Presence
5	Perp Sense
6	Sixth Sense

BENEFITS

You gain one level in Investigate and have the authority to review all aspects of a suspect's life.

EQUIPMENT

You are not issued any additional equipment as standard and have no special priorities for equipment.

Equipment: None.

Robots: None.

Vehicles: None.



MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	You discover that being in the SJS is much tougher than you realised. Suspecting and investigating other Judges does not sit well with you and eventually you decide to return to your previous position. You do not gain any training or benefits for this term.
4	You are seriously injured by a Judge you are investigating, forcing you out of action for several months. You do not gain the special technique from your training this term.
5	A training accident takes you out of action for several weeks. You do not gain the skill benefits for this term.
6	You gain a bad reputation for being thorough with your investigations and harsh with your sentencing. Lose 1 Inf.
7	You find a Judge guilty of serious misconduct. He insists he is innocent but you find no proof of this. He is disciplined but remains in his position. Gain him as an Enemy.
8	You sentence a Judge to the penal colony on Titan. Several of his unit disagree with your assessment. Gain 1d3 Rivals.
9	The nature of your job has resulted in a personality quirk. Roll 1d6 to determine the type of trait or choose one of your own: 1: Outspoken/Blunt. 2: Thoughtful. 3: Untrusting. 4: Arrogant. 5: Stubborn. 6: Methodical.
10	During an investigation, you uncover a group of corrupt Judges but they are alerted to your findings and attack you. Roll Dex 9+. If you fail, roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).
11	You are overzealous in your investigations and are dismissed from the SJS. You lose 1 Inf but gain the training for this term.
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	You spend a lot of time checking through computer records. Gain one level in Computers.
14	You have a natural aptitude with guns. Gain one level in Gun Combat (any).
15	You study the geography of the city. Gain one level in Mega-City One Geography.
16	You study the history of the city. Gain one level in Mega-City One History.
21	You are given additional training in the laws of Mega-City One. Gain one level in Law.
22	Undertake rigorous physical training. Gain +1 Dex.
23	Your time spent inspecting records has given you a greater understanding of bureaucracy. Gain one level in Admin.
24	You have a natural aptitude for questioning people. Gain one level in Interrogation.
25	You have built up a relationship with several civilians who monitor the actions and behaviour of Judges on the street. Gain 1d3 Informers.
26	You receive advanced training for analysing and examining data. Roll Int 9+. If successful you gain one of the following special techniques: Analysis or Data Access.
31	You are given additional training in the laws of Mega-City One. Gain one level in Law.
32	Undertake rigorous physical training. Gain +1 End.
33	You investigate a Judge who was framed by a corrupt Judge in the same division. Roll Int 8+. If successful you uncover the truth and gain the framed Judge as an Ally.

d66	Event
34	You have a natural aptitude for investigating. Gain one level in Investigate.
35	You study the geography of the city. Gain one level in Mega-City One Geography.
36	You study the history of the city. Gain one level in Mega-City One History.
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1, Pilot (any) 1 or Gunner (any) 1.
42	Undertake rigorous mental training. Gain +1 Int.
43	You spend a lot of time checking through computer records. Gain one level in Computers.
44	You have a natural aptitude with guns. Gain one level in Gun Combat (any).
45	You gain a civilian Contact.
46	You receive advanced training for analysing and examining data. Roll Int 9+. If successful you gain one of the following special techniques: Analysis or Data Access.
51	You are given additional training in the laws of Mega-City One. Gain one level in Law.
52	Undertake rigorous mental training. Gain +1 Edu.
53	Your time spent inspecting records has given you a greater understanding of bureaucracy. Gain one level in Admin.
54	You have a natural aptitude for questioning people. Gain one level in Interrogation.
55	You gain a Contact in your Sector House.
56	You receive advanced training for analysing and examining data. Roll Int 9+. If successful you gain one of the following special techniques: Analysis or Data Access.
61	You gain a good reputation for being fair and just. Most Judges will respond more favourably to you than they would with other SJS Judges. Gain 1 Inf.
62	You are part of a team investigating a suspected racket within your Sector House. A large number of Judges are being investigated and there is some compelling evidence against them. Roll Int 9+. If successful, you discover a key piece of information that proves their innocence and gain 1d6 of them as Contacts.
63	You uncover a group of corrupt Judges and apprehend them discretely, avoiding any publicity. Gain 1 Inf.
64	You have a natural aptitude for investigating. Gain one level in Investigate.
65	You save the life of a fellow Judge, gaining an Ally in the SJS.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

SPECIAL ASSIGNMENT

Special assignment is for characters who do not wish to join a specialised unit on a permanent basis but want the opportunity to work alongside or intern with these units for additional training.

REQUIREMENTS

You must roll Inf 8+ to be given a special assignment. If you request has been granted, roll on the following table to determine which specialist unit you will be assigned to. If you do not meet the requirements for that unit, roll again.

2d6	Specialist Unit
2	Wally Squad
3	Credit Squad
4	Atlantic Patrol
5	Harbour Squad
6	Pursuit Squad
7	Heavy Weapons Squad
8	Riot Squad
9	Mutant Control
10	Bomb Squad
11	Iso-Warder (Judge Warder)
12	Space Corp (Judge Pilot)

SURVIVAL

Same as your assignment but interns are well looked after, giving you a +1 DM to the Survival roll.

TRAINING

You may pick or roll on the training table for the unit you are assigned to but you can only have a special technique that is specific to that unit at the Referee's discretion.

BENEFITS

You gain no additional benefits.

EQUIPMENT

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

MISHAP

Use the mishap table for the unit you have been assigned to.

EVENTS

Use the events table for the unit you have been assigned to.

WALLY SQUAD JUDGE

The Wally Squad is the undercover branch of the Justice Department. Wally Squad Judges replace their uniform and armour with civilian attire so they can blend into Mega-City One. Judges learn to make contacts with all types of criminals to better infiltrate criminal organisations and gangs. Wally Squad Judges have to deal with all types of situations and tend to have a broad skill set. Further details on Wally Squads can be found on page 82.

REQUIREMENTS

You must have one level in at least one of the following skills: Broker, Deception, Carouse, Gamble or Stealth. To be accepted into the Wally Squad the character must also roll Inf 8+ with a DM equal to the highest rated skill listed above.



SURVIVAL

Roll Dex or Int 8+.

TRAINING

Roll once on the table or pick one as required.

1d6	Special Technique
1	Evaluate
2	Fast Talk
3	Master of Disguise
4	Pistol Specialist
5	Silent Walk
6	Sixth Sense

BENEFITS

After completing his training a Wally Squad Judge gains 1d6 Contacts within the criminal underworld.

EQUIPMENT

Any Justice Department issue equipment must be removed when undercover to avoid drawing suspicion. You are usually given 1d3 x 1,000 Credits at the start of an undercover mission to purchase any equipment you need. You may apply for further expenses but what you get is at the Referee's discretion and might require an Influence roll. You do not get priority for any equipment.

Equipment: None.

Robots: None.

Vehicles: None.

MISHAP

2d6	Mishap
2	Severely injured. Roll twice on the Injury table (<i>Traveller Core Rulebook</i> , page 37) and take the lowest result.
3	You join a team who have spent the last year infiltrating a criminal organisation. You are careless and tip off the perps, ruining the mission and years of planning. You clearly do not have what it takes to be in the Wally Squad and are forced to return to your previous position. You do not gain any training or benefits for this term.
4	You are seriously injured whilst undercover in a block war, forcing you out of action for several months. You do not gain the special technique from your training this term.
5	A training accident takes you out of action for several weeks. You do not gain the benefits listed for this term.
6	During a mission you come under suspicion from the organisation you have infiltrated. Roll Deception 8+. If you fail, your cover is blown and the mission is a failure – you lose 1 inf.
7	You are captured by the enemy and tortured for information. Roll End 9+. If you succeed, you do not break but are injured – roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37). If you fail, you talk and reveal the identities of other operatives – lose 1 Inf.
8	You gain the confidence of a crime boss and expose his organisation. Unfortunately the boss escapes and you gain him as an Enemy.
9	You use a number of your Contacts to bring down a major criminal organisation. The perps know who was involved forcing the Contacts into hiding. Half of the Contacts (round up) you gain from your benefits become Rivals.

2d6	Mishap
10	You come under investigation by the SJS for brutalising civilians whilst on an undercover mission. Roll Inf 9+. If you succeed, you manage to convince the SJS that it was necessary to maintain your cover and you kept the violence to a minimum. If you fail, you are found guilty and lose 1 Inf.
11	In order to maintain your cover you were forced to oppose a Judge, resulting in the Judge failing his own mission. Gain that Judge as a Rival.
12	Injured. Roll on the Injury table (<i>Traveller Core Rulebook</i> , page 37).

EVENTS

d66	Event
11	Disaster! Roll on the Mishap table but you remain in your specialist unit.
12	Undertake rigorous physical training. Gain +1 Str.
13	Your time on the streets gives you one level in Street Perception.
14	You have a natural aptitude for the art of subterfuge. Gain one level in Deception.
15	You study the geography of the city. Gain one level in Mega-City One Geography.
16	You study the history of the city. Gain one level in Mega-City One History.
21	You learn to gamble to better fit in with the criminal elements. Gain one level in Gamble.
22	Undertake rigorous physical training. Gain +1 Dex.
23	Your shady dealings have made you very persuasive. Gain one level in Persuade.
24	You have a natural aptitude for socialising. Gain one level in Carouse.
25	A number of your missions require you to examine criminal hideouts and evidence. Gain one level in Investigation.
26	During your undercover missions you have met a number of people who have the pulse of the criminal underworld. Gain 1d3 reliable Informers.
31	You learn to gamble to better fit in with the criminal elements. Gain one level in Gamble.
32	Undertake rigorous physical training. Gain +1 End.
33	Your time on the streets gives you one level in Street Perception.
34	You have a natural aptitude for sneaking. Gain one level in Stealth.
35	You study the geography of the city. Gain one level in Mega-City One Geography.
36	You study the history of the city. Gain one level in Mega-City One History.
41	You are given specialist training in vehicles. Gain Drive (any) 1, Flyer (any) 1 or Heavy Weapons (any) 1.
42	Undertake rigorous mental training. Gain +1 Int.
43	You undertake advanced physical training. Gain Athletics (any) 1.
44	You have a natural aptitude for the art of subterfuge. Gain one level in Deception.
45	You gain a civilian Contact.
46	A number of your missions require you to examine criminal hideouts and evidence. Gain one level in Investigation.
51	You learn to gamble to better fit in with the criminal elements. Gain one level in Gamble.
52	Undertake rigorous mental training. Gain +1 Edu.
53	Your shady dealings have made you very persuasive. Gain one level in Persuade.
54	You have a natural aptitude for socialising. Gain one level in Carouse.
55	You gain a Contact in your Sector House.
56	During your undercover missions you have met a number of people who have the pulse of the criminal underworld. Gain 1d3 reliable Informers.
61	During one of your missions you must torture an individual to prove your loyalty and gain valuable information for your crime boss. You can roll Persuade 8+ to talk your way out of this with a clear conscious and gain a level in Persuade, otherwise you proceed and gain one level in Interrogation but you never forget the horror you inflicted on your victim and gain an Enemy.
62	You are involved in an undercover operation that averts a major disaster or block war. Gain 1 Inf.
63	Your time on the streets gives you one level in Street Perception.
64	You have a natural aptitude for sneaking. Gain one level in Stealth.
65	You save the life of a fellow Judge, gaining an Ally in the Wally Squad.
66	You excel in your new specialisation. Make an additional roll on the Special Techniques table. If the result is a technique you already have you may re-roll.

NEW SPECIAL TECHNIQUES

Specialist Judges have a number of new special techniques available to them and most specialisations have at least one technique that is only available to that unit or division. Techniques listed here that are not restricted to Specialist Judges may also be selected by Seasoned Judges if required.

ANALYSIS

The Judge is adept at analysing crime scenes, evidence and data for discrepancies, falsification, trace evidence and any other clues. For any task that requires such thorough examination the Judge gains a +2 DM to their skill check (such as Investigation or Computers).

ARTILLERY SPECIALIST (HEAVY WEAPONS SQUAD)

These specialists have trained extensively with artillery weapons, granting them a +1 DM to use and maintain all types of artillery weapons.

BOMB DISPOSAL (BOMB SQUAD)

Bomb Disposal is taught to members of the Bomb Squad and covers a variety of techniques for disarming and detonating bombs and explosive devices. This includes the use of specialist equipment (detailed in the Equipment chapter). Characters using this special technique gain a +1 DM to their Explosives or other related skill when disarming or studying a bomb and can complete the task in half the normal time.

CROWD COMBAT

The Judge is trained to fight against large groups of hostiles, such as those encountered during riot situations. When fighting against multiple foes, the Judge gains a +1 DM to all melee attacks and may dodge or parry attacks with only half the normal skill penalty (round up). For example, dodging one or two attacks only gives a -1 DM penalty, dodging three or four attacks only gives a -2 DM penalty and so on.

DEFENSIVE BLOCK (K-UNIT)

This advanced technique is taught to members of K-Unit. Whenever a psion uses an ability on the Judge, the Judge may, as a reaction, use Defensive Block giving the opponent a -1 DM to their roll.

DEMOLITIONS

The character is highly skilled at setting explosive charges, reducing the amount time it takes to set any type of explosive device by half without suffering any penalties.

EVALUATE

This special technique is commonly taught to members of the Harbour Squad and Wally Squad so they can determine the value of goods and detect any irregularities

that misrepresent cargo shipments such as fakes, replicas or concealed contraband. When checking any goods, cargo crates or other containers, Judges get a +1 DM to their skill check as appropriate.

EVASIVE MANOEUVRES (SPACE CORP)

The Judge is trained to pilot a spacecraft to avoid incoming fire. A pilot with this technique gains a +2 DM to his Pilot roll when dodging.

FAST TALK (WALLY SQUAD)

Members of the Wally Squad often have to think on their feet to talk their way in or out of situations, thus maintaining their cover. Those with the Fast Talk special technique are skilled in manipulating and convincing people and gain a +1 DM to Deception and Persuade checks that involve any form of bluffing, lying or other forms of deception.

LIGHTNING REACTIONS

The Judge has much faster reactions than normal. For each reaction during combat, the Judge's initiative is only lowered by 1. The -1 DM to all skills is still applied as normal.

MASTER OF DISGUISE (WALLY SQUAD)

Judges in the Wally Squad sometimes have to disguise themselves to fit their environment and often have to improvise or quickly create a disguise as the situation demands. Characters with the Master of Disguise technique can create improvised disguises without suffering any additional penalty and if they have proper equipment available they can build their disguise in half the normal time without penalty.

NATURAL LEADER (SECTOR CHIEF)

The Judge is an inspiration to the men under his command. When using the Leadership skill, the benefits of the skill now affect a number of people equal to his Inf DM + 2.

PISTOL SPECIALIST

The pistol specialist has trained extensively with numerous pistol weapons, granting them a +1 DM to use and maintain any types of pistol.

RAPID RELOAD

Judges with this special technique are exceptionally quick at reloading pistols and rifles. Any weapon that requires a minor action to reload can now be done as a free action. Firearms that take longer to reload now take half the normal time.

REMOTE STEALTH (COE)

Judges in the Covert Operations Establishment often use Surveillance ROVs for intelligence gathering. When

operating these in an environment where perps or suspects are present it is essential that the ROV remain undetected. Judges trained with the Remote Stealth technique gain a +2 DM when making stealth checks with the Remote Operations skill.

RESILIENT (HOLOCAUST SQUAD)

The Judge has undergone extensive physical training and is able to ignore injuries and pain. Characters with this special technique may ignore any DM penalties for being injured.

RIFLE SPECIALIST (HEAVY WEAPONS SQUAD)

Characters with this special technique have trained extensively with all types of rifles, granting them a +1 DM to use and maintain any rifle.

SECURITY SYSTEMS (COE)

Members of the COE are trained to bypass all forms of security systems. Judges with this special technique gain a +1 DM to any skill check involving security systems such as avoiding (if possible), disabling, bypassing or simply gaining an understanding of how it works. They also perform the task in half the time without penalty.

SILENT WALK

The Judge is adept at sneaking past people and robots, gaining a +2 DM to all Stealth checks where sound could reveal their presence.

SNIPER

Snipers are trained to take precise killing shots. When taking a shot, all variables and environmental conditions must be accounted for including distance, wind speed and in the case of extreme ranges the curvature of the earth is also a factor. A character with the Sniper technique gains additional benefits from spending time to line up the shot and the maximum bonus for aiming is increased from +6 DM to +9 DM.

SPACE HAND (SPACE CORP)

The Judge is adept at piloting all types of spacecraft and may operate any vessel that they do not have the necessary skill for at one level less than their highest Pilot skill.

STRONG WILLED (PSI JUDGE)

The Judge has a strong mind and is able to resist some of the effects of psionic trauma. All penalties for psionic trauma are reduced by 1. For example, a Psi Judge with 2 levels of trauma only suffers a -1 DM skill penalty and powers only have a +1 Psionic Strength cost, a Judge with only 1 level of trauma suffers no penalties at all.

REMOTE VIEWING (PSYKER-UNIT)

This technique works specifically with the Clairvoyance talent. The Judge uses an object that is somehow related to the target as a focus to remotely view the target and surrounding area, effectively allowing the Psi Judge to track the individual. The Judge also gains +2 DM to his Clairvoyance roll.

For example, using a photo or personal item belonging to a psyker the Psi Judge gains a +2 DM to his clairvoyance roll and is able to instantly focus in on the suspect.

TALENT FOCUS (K-UNIT)

This technique can only be taken for one psionic talent, which must be specified when taking this technique. When using the specified talent, the Psi Judge may choose to spend additional Psionic Strength points to increase the effect of the power, gaining a +1 DM for each additional point spent up to a maximum of +3. Using this technique is incredibly draining and cannot be used again for a number of rounds equal to the number of additional points spent.

For example, a Psi Judge with a Talent Focus in Psionic Attack can gain a +1 DM to his Psionic Attack rolls by spending 1 additional Psionic Strength point but is unable to use this technique again for 1 turn, a +2 DM by spending 2 points but unable to use this technique again for 2 turns or a +3 DM for 3 points but unable to use this technique again for 3 turns.

TARGETING RUN (SPACE CORP)

The Judge is adept at piloting spacecraft to gain the optimum firing position. The Judge gains a +2 DM to his Pilot roll when lining up a shot.

VEHICLE CONTROL (PURSUIT SQUAD)

Members of Pursuit Squads are trained to maintain control of their vehicles in high speed chases. If at any point the driver loses control of the vehicle, he may attempt to regain control before it crashes by making a Drive 10+ roll; if he succeeds the vehicle is back under his control, if he fails then the vehicle will crash as normal and the Control Crash technique can still be used if applicable.

CREATING NPCs

Referees wishing to create NPC Judges can use this alternative system to quickly create the characters they need, rather than using the longer and more detailed process of Player Character generation. This process is especially useful for creating seasoned and specialist Judge NPCs.

To begin with, roll characteristics as normal and add +1 to two different characteristics. Alternatively, you can use a



points build to allocate characteristics as required. To use this method start with a pool of 48 points (56 for Psi Judges) and distribute them as required across the characteristics with a minimum of 2 and a maximum of 12 in any one characteristic. So for an 'average' Judge you can allocate 8 points to each characteristic.

Once the characteristics have been assigned, choose the basic speciality of the Judge (Street Judge, Psi Judge, Med Judge or Tek Judge) and follow the instructions for that speciality. Additional creation rules for seasoned and speciality Judges are detailed after the basic Judge types.

When the character creation is complete, roll once on each column in the following table to determine the number of Contacts, Informers, Rivals and Enemies.

1d6	Allies, Contacts and Informers	Rivals and Enemies
1	None	None
2	1 Contact	None
3	1 Ally	1 Rival
4	2 Informers	1 Enemy
5	2 Contacts	2 Rivals
6	1 Ally and 1 Contact	1 Rival and 1 Enemy

STREET JUDGE

Street Judges have the following basic skills: Athletics (any) 1, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 2, Law 3, Mega-City One Geography 1, Melee (bludgeon) 1, Melee (unarmed combat) 1, Street Perception 2, Survival 2.

Add one level in one of the skills listed above and gain one of the following skills at level 1: Athletics (any), Drive (any), Gun Combat (any), Investigate, Jack of all Trades, Leadership, Medic, Melee (any), Persuade, Stealth, Streetwise, Tactics.

Choose two special techniques available to the character from *Judge Dredd*.

PSI JUDGE

Psi Judges have the following basic skills: Athletics (any) 1, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 1, Law 1, Mega-City One Geography 1, Melee (unarmed combat) 1, Psionic Talent (any) 2, Psionic Talent (any) 1, Street Perception 1, Survival 1.

Add one level in one of the skills listed above and gain one of the following skills at level 1: Athletics (any), Drive (any), Gun Combat (any), Investigate, Jack of all Trades, Leadership,

Life Sciences (psionics), Medic, Melee (any), Persuade, Stealth, Psionic Talent (any), Tactics.

Choose two special techniques available to the character from *Judge Dredd*.

MED JUDGE

Med Judges have the following basic skills: Athletics (any) 1, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 1, Law 1, Life Sciences (any) 1, Life Sciences (biology) 1, Mega-City One Geography 1, Medic 2, Melee (unarmed combat) 1, Street Perception 1, Social Sciences (psychology) 1, Streetwise 1, Survival 1.

Add one level in one of the skills listed above and gain one of the following skills at level 1: Admin, Athletics (any), Computers, Drive (any), Gun Combat (any), Investigate, Jack of all Trades, Leadership, Life Science (any), Melee (any), Persuade, Stealth, Tactics.

Choose two special techniques available to the character from *Judge Dredd*.

TEK JUDGE

All Tek Judges have the following basic skills: Athletics (any) 1, Combat Engineering 1, Computers 1, Drive (Lawmaster) 1, Engineer (any) 1, Gun Combat (Lawgiver) 1, Jack of all Trades 1, Law 1, Mechanic 1, Mega-City One Geography 1, Melee (unarmed combat) 1, Science (any physical or space) 1, Street Perception 1, Survival 1.

Add one level in one of the skills listed above and gain one of the following skills at level 1: Athletics (any), Drive (any), Engineer (electronics), Gun Combat (any), Investigate, Leadership, Melee (any), Persuade, Physical Science (any), Remote Operations, Sensors, Stealth, Tactics.

Choose two special techniques available to the character from *Judge Dredd*.

SEASONED JUDGE

Follow the procedure for one of the basic specialisations. The character can then choose to gain one new skill at level 1 or one new special technique. The character can also raise one skill already known to level 2.

SPECIALITY JUDGE

Follow the procedure for the Seasoned Judge and choose an advanced speciality from those listed in this chapter. The character must meet the requirements for the speciality. Use the training table for the chosen speciality to select or roll a special technique and gain any benefits as listed. The character also increases one characteristic by 1.

EQUIPMENT

This chapter lists the armour, weapons and specialist equipment used by the Justice Department. Many of the items detailed here have been designed by Tek Judges to aid specialist units to better perform their jobs. Some equipment is standard issue for specialist Judges but individuals from other units and divisions may requisition anything listed here if they require it to complete a mission or task. Not all Sector Houses hold every single bit of specialist equipment and the availability of such items is at the Referee's discretion.

ARMOUR AND CLOTHING

BLAST SHIELD

Blast shields are large rectangular shields made from thick durasteel. They are one metre wide and stand two metres high. Anyone standing directly behind a blast shield will be protected from most damage and the shield will effectively absorb 20 points of damage, further damage is applied as normal and will permanently damage the shield, reducing its protection by the amount of additional damage dealt.

Blast shields are heavy and therefore not particularly mobile, requiring two people to lift and carry them. They are mainly used by Bomb Squads to provide additional protection when needed. However, Heavy Weapons Squads and other units have been known to use blast shields to establish quick defences against heavy weapons.

BLAST SUIT

Although ROVs and other devices can be used to remotely disarm or detonate bombs, there are many situations and types of bomb that require human intervention and the Judge must put himself at risk by going near the bomb. In these circumstances the Judge will don a blast suit to minimise as much damage as possible, should the device detonate prematurely.

CHEM SUIT

The Chem Suit is standard issue for Judges dealing with dangerous chemicals. It is worn in place of standard armour to protect the wearer against biological and chemical substances. The suit is sealed with an internal air supply lasting eight hours but provides little protection against attacks and is rarely worn in combat situations unless absolutely necessary.

CRASH SUIT

The crash suit is lightweight body armour that reduces damage caused from high velocity impact, such as a high-speed crash. When the wearer sustains such an impact, the suit inflates to absorb the damage. This armour was designed for Pursuit Squad Judges and is worn in place of their standard body suit, so they are still able to wear their iconic armour over the top.

There are two protection ratings listed for the crash suit, one for standard combat damage and one for high-velocity impact damage. The protection ratings given are the combined ratings for wearing both the crash suit and standard Judge armour.

HEAVY WEAPONS ARMOUR

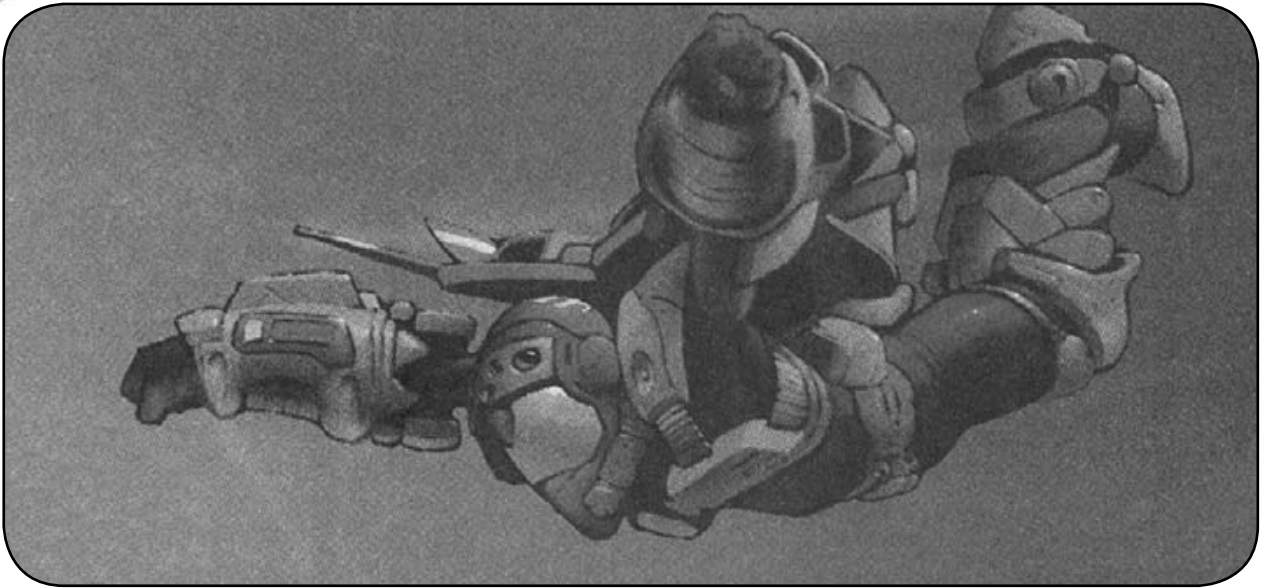
Heavy Weapons Squad Judges are often the primary target for perps and this armour was developed to provide additional protection against such attacks, especially from snipers and heavy weapons. Heavy weapons armour has an improved helmet with ear protection and a ranging visor to assist with long-range shots, negates all long-range penalties and providing an additional +1 DM to all aiming actions but does not stack with other ranging devices or increase the maximum aiming bonus. The armour also has utility webbing to carry additional ammunition packs

HOLOCAUST SUIT

Developed for use by the Holocaust Squad, this powered armour is reserved for elite squad members only. The suit comes in two variants.

The HS/1 suit is relatively small and lightweight. It is constructed from reinforced durasteel plating layered over a powered exoskeleton, granting the wearer 16 protection and a +2 DM to Strength. However, it is unwieldy and restricts manoeuvrability, inflicting a -1 DM penalty to Dexterity. The HS/1 suit is fully sealed with a 24 hour air supply and provides protection against biological and chemical agents. It also has a built-in parajet (see page 68) that enables the wearer to fly at high speeds.

The HS/2 suit is the iconic armour most commonly associated with the Holocaust Squad. This powered suit stands over three metres tall and is virtually indestructible. It has been designed to function in any environment from deep oceans to outer space. The HS/2 is constructed from 0.5m thick Kylo



plating built over a powered exoskeleton, which grants a protection of 30 and a +4 DM to Strength but inflicts a -2 DM penalty to Dexterity. The thick metal gloves prevent the wearer from using hand weapons and delicate equipment but it is fitted with a built-in street cannon with a magazine of 120 shells and a 360 degree field of fire. The HS/2 is so cumbersome that it reduces the wearers speed by one third, so the wearer can only move up to four metres with a minor

combat action. The HS/2 suit is fully sealed with a with a 48 hour air supply and provides protection against biological and chemical agents.

RIOT ARMOUR

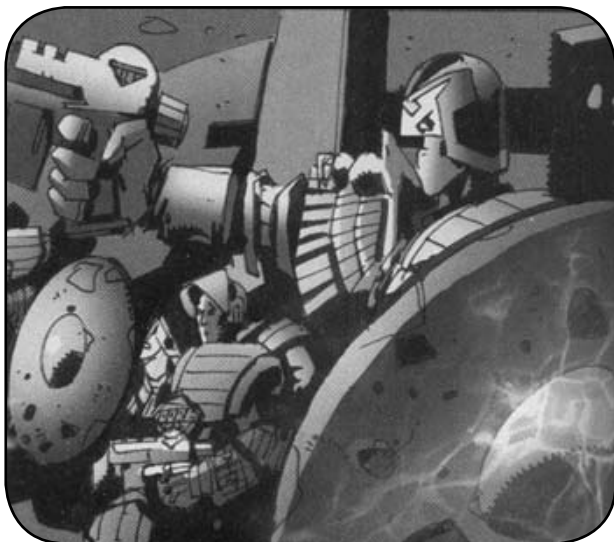
This heavy battle armour is worn by Riot Squads during large scale conflicts. It is constructed from segmented plastisteel plates and is sealed against gas attacks, with a

Armour Type	Protection	Required Skill	Mass (kg)	Notes
Blast Shield	20	None	200	Absorbs 20 points of damage.
Blast Suit	12	None	20	
Chem Suit	4	None	10	Provides protection from biological and chemical agents.
Crash Suit	4/12	None	7	When combined with a Judge's standard issue armour provides 4 protection against combat damage and 12 against impact damage.
Heavy Weapons Armour	8	None	8.5	Ranging visor gives an additional +1 DM to all aiming actions and negates all long-range penalties.
Holocaust Suit HS/1	16	Battle Dress 0	35	+2 DM to Strength, -1 DM to Dexterity.
Holocaust Suit HS/2	30	Battle Dress 1	90	+4 DM to Strength, -2 DM to Dexterity. Reduces movement by one third.
Riot Armour	10	None	12	Reduces movement by one third.
Riot Shield	12/14	None	3	When combined with Riot Armour, the total protection is 12 against ranged attacks and 14 against melee attacks.

built-in respirator and a 12-hour air supply. Riot armour is cumbersome and reduces the wearer's movement by one third, so the wearer can only move up to four metres with a minor combat action.

RIOT SHIELD

Riot Shields are used by front line Riot Squad Judges who require additional protection from weaponry. The large round shield is made from plasteen and is strapped to the wearer's forearm. When combined with Riot Armour, the shield provides 12 protection against ranged attacks and 14 protection against melee attacks.



SPECIAL ISSUE EQUIPMENT

The Justice Department has a range of specialist equipment to aid in the fight against crime, most of which has been designed for specific divisions and squads. Other devices have also been developed for general use to aid Judges in their investigations.

The actual equipment available in a Sector House varies according to its budget and the activity of each division and squad within that sector. All items listed in this section must therefore be requisitioned and are only available at the Referee's discretion. It is not uncommon for Judges to be rewarded with specialist items if their performance has been exemplary but better equipped Sector Houses are more likely to grant access to such equipment on a more permanent basis.

BOMB CONTAINMENT UNIT

A bomb containment unit is a heavily armoured sphere constructed from durasteel. They are used by Bomb Squads

to contain explosions and protect the surrounding area when performing controlled detonations or transporting unexploded devices. Containment units have an armour rating of 30 and can absorb that amount of damage – any damage dealt beyond this is applied as normal but the blast radius is reduced by half.

Containment units are extremely heavy and require two ROVs to carry and place over an explosive device. The unit can be completely sealed to transport a bomb as safely as possible.

CLING-NET

This is a large self constricting net that enables Judges to entangle and apprehend perps. The cling-net is also a standard feature of the Mechanismo (see page 77). The net is made from mono-wire and is extremely tough requiring a Str 12+ roll to break or a Str 10+ roll to cut with a suitably sharp edge.

COM-SCAN

The com-scan is a hand-held digital holo-camera used to capture the facial features of a suspect. The image is then relayed to MAC via the Judge's Lawmaster bike computer to make a positive identification of the individual. The com-scan must remain within 30 metres of the Lawmaster to transmit the image and it takes 1d6 minutes for a positive identification to be made.

COMPUTER SECURITY CARD (CSC)

The Computer Security Card is a plasteen wafer that can interface with most computer systems. It contains a suite of software applications and tools to help bypass computer security systems and search encrypted files, allowing Judges to gain access to restricted or hidden data. The CSC grants a +2 DM to Computers checks when accessing restricted systems or encrypted data.

ELECTRO-CORDON

Electro-cordons are glorified electric fences that are used to protect Justice Department facilities from trespassers. It generates a highly charged force-field between emitters spaced up to six metres apart. Mobile emitters are also available that can move 1.5 metres per round.

Weapons fire can penetrate the force-field but anyone attempting to cross the field suffers stun damage using the same rules as Stumm gas detailed on page 98 of *Judge Dredd* and are thrown back 1d3 metres regardless of whether they pass or fail the Endurance check. Vehicles and robots attempting to cross the field suffer 4d6 damage but are not thrown back.



EPISTRIP

The EpiStrip is a forensic tool that removes the epidermal layer of skin from a suspect for analysis. Once removed, the skin can be examined for a variety of incriminating substances and chemicals from illegal drugs to gunshot residue.

The procedure is quick and relatively painless but the machine has been known to induce terror in the suspect due to its coffin-shaped booth and scalpel-tipped robotic arms. It is not uncommon for suspects to confess at the sight of the machine, fearful of what it will do to them. An investigating judge may make an additional Interrogation check at this point, without the usual time requirement.

LONG EAR

This surveillance device has the appearance of a stethoscope and can be used on its own or linked to a modified Judge helmet. Once the device is active it magnifies sound within a 20 metre long cone and can penetrate up to half a metre of solid surfaces such as walls and doors.

MODULAR REPAIR KIT (MRK)

The MRK is a small but sophisticated toolkit commonly carried by Holocaust Squad and Tek Squad Judges. The MRK comprises a number of tools and a small diagnostic scanner that grant a +1 DM to all Engineer and Mechanical checks.

OLFACTORY SCANNER

This compact hand-held scanner can track a scent back to its source by detecting various chemicals, illegal substances

and even a suspect's pheromone residue if they have already been identified. The latest version of this device projects a beam illuminating the particles in the scent trail.

REMOTE

Remotes are miniature hover cameras that are deployed in number when substantial surveillance coverage is required. They are fired into the target area with a scatter gun allowing the devices to speed past enemy defences, from where they transmit real-time camera footage to a vid-screen.

Once they have been fired the remotes head to predetermined coordinates and can be repositioned using a hand-held controller. Tek Judges usually operate the controller, which requires a Remote Operations check with a -1 DM penalty for each additional remote being controlled beyond the first. For example, controlling three remotes would incur a -2 DM. If the skill check is failed, the remotes veer out of control and another skill check must be made to regain control of the devices.

SPACE BOOTS

Space boots are standard issue for Space Corp Judges. They have the same features as normal Judge boots with the addition of special boot magnets. Boot magnets can be activated in low or zero-gravity environments to allow the Judge to walk on metal surfaces and prevent them from floating out of control.

TAC-DISPLAY (TD)

The Tac-Display is an advanced Judge helmet with a heads-up display that can show a variety of tactical data. It is linked directly to MAC and upon request it can display criminal records, building schematics, statistics or weapon blueprints within 1d6 minutes.

The Tac-Display helmet is usually only issued to Senior Judges and can be used to plan assaults, pursue fugitives or navigate rapidly through the city without having to rely on the Lawmaster bike computer.

TRACER DART

Tracer darts are primarily used by the Pursuit Squad and Judges on Megway patrol. Containing a tiny radio transmitter, tracer darts are fired from a pod fitted to a Lawmaster or Banshee and can be tracked over a range of 40 kilometres.

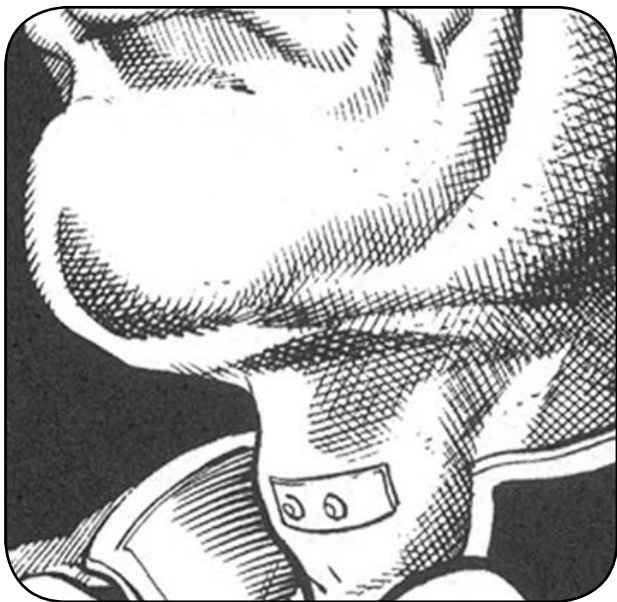
A successful attack roll using the appropriate Drive skill is required to tag the target vehicle and the darts have a maximum range of 30 metres. The tracer dart sends a signal directly to the Judge's vehicle's computer and displays

a flashing dot on a digi-map to indicate the location of the target vehicle.

TRANSLATOR SET

The translator set consists of two components, a language processor and a throat translator. The language processor is a helmet upgrade fitted to a standard helmet that translates incoming speech into the Judge's own language. If the language has not already been programmed into the processor it takes 1d6 minutes of listening to the language before the processor is able to translate it.

As its name suggests, the throat translator is a small device that attaches to the Judge's throat and, with the aid of the language processor, it translates anything the Judge says into the required language. The throat translator uses a dermal-adhesive allowing it to be easily attached or removed.



WATERJET DISRUPTER

The waterjet disrupter is used by Bomb Squads to disable certain types of bombs, such as improvised explosive devices (IEDs). It can be used by a single Judge but is more commonly fitted to a utility ROV to reduce the risk of the Judge being injured if the bomb detonates. The waterjet has a range of five metres.

Waterjet disruptors only work against certain types of bombs and can even trigger the detonation device if used incorrectly. A Judge must make a successful Explosives check to determine if and how the waterjet disrupter should be used. Once the method of using it has been established, the Judge must make a successful Gun Combat (any) roll to

use it manually or a Remote Operations roll if using it from an ROV.

Item	Mass (kg)
Cling-Net	0.5
Com-Scan	0.5
Computer Security Card (CSS)	–
Containment Unit	350
Electro-Cordon	170
EpiStrip	2,000
Long Ear	0.5
Modular Repair Kit (MRK)	2
Olfactory Scanner	1.5
Remote	0.5
Space Boots	1
Tac-Display (TD)	–
Tracer Dart	–
Translator Set	–
Waterjet Disrupter	10

WEAPONS

In addition to fighting crime the Justice Department has the responsibility of defending Mega-City One. For this reason, a variety of weapons have been developed to deal with any situation from small street conflicts to full scale war. Many of the weapons presented here are used by specific squads or divisions but any Judge may request specialist weapons if there is a need. However the exact number and type of weapons available is at the Referee's discretion – the more powerful the weapon, the more difficult it is to obtain.

In addition to personal weapons, a number of vehicle armaments and heavy weapons are also listed for use on specific vehicles, special missions or in times of crisis. Replacement vehicle weapons, especially those for Lawmasters, are often fitted on a permanent basis or temporary trials as Tek Judges try out new configurations in the constant battle against crime.

ANTI-PERSONNEL MACHINE GUN

The anti-personnel machine gun was the forerunner to the street cannon and was once the standard weapon fitted to many Justice Department vehicles. This weapon is designed simply to take down large groups of hostiles, a task at which it excels. The anti-personnel machine gun is no longer in production but stockpiles of these weapons exist in many Sector Houses and are sometimes fitted to older vehicles when newer weapons are not strictly necessary or available.

AQUA CANNON

Aqua cannons are fitted to the MONK underwater defence stations and use anti-gravitic technology to turn the surrounding water into a deadly weapon. Large gravitic compressors fire a beam that causes the water trapped within it to solidify. This solidified water is then propelled at tremendous speeds towards the target, causing high impact damage. Not only does this provide the aqua cannon with limitless ammunition but it leaves no evidence in the resulting wreckage.

ARMOUR PIERCING MISSILE

The armour piercing missile works much like any other armour piercing ammunition and was specifically developed for the Blazooka missile launcher to be used against enemy vehicles and robots. The missile has a shaped casing coated in a friction reducing alloy, allowing it to punch through most types of armour plating.

The armour piercing missile may do less damage than other types of missile but it ignores the first 10 points of the target's armour or half the total armour protection, whichever is greater.

AUTOGUN, COMPUTER CONTROLLED WEAPON SYSTEM

The autogun is a modified street cannon that has been fitted with an automated but intelligent control system that is essentially the brain of a combat droid. Autoguns are fitted to some Justice Department vehicles and are also used in the defence systems of modern Sector Houses and Iso Blocks.

The autogun includes a sophisticated threat detection and analysis system that is able to differentiate between enemy and non-hostile targets by using advanced threat recognition software. Targets can be recognised up to a range of 100 metres and the autogun will open fire on any hostile target once it has been identified as such. Although autoguns are not robots in the strictest sense, they do have the skill Gun Combat (slug rifle) 2.

BLOCKBUSTER CANNON

The huge Blockbuster cannon forms part of the City Wall defences and is the main weapon of the Omni Tank. The Blockbuster can fire three types of large calibre shells that all deal area of effect damage. The standard high explosive shell can destroy small buildings and most vehicles in a single shot, and can level a city block with sustained fire. Napalm shells cause fire damage and quickly start a blazing inferno. Stumm shells work much like the Stumm gas grenade but cover a much larger area.

The Blockbuster cannon relies on an automatic loader operated by a single crewman to fire at full capacity. If this was to fail then the Blockbuster requires four Judges; one as the main gunner and the other three to reload the weapon, to continue to fire at full speed. The reload time is increased by one round for each Judge absent.

CLUSTER BOMB

Cluster bombs are designed to burst on impact and scatter lots of smaller bombs over a wide area. Cluster bombs are fitted on Gunbirds as standard but can be fitted to other vehicles if required. The huge area of effect of this weapon makes it suitable for attacking entire blocks or armies and can destroy entire infantry units and light vehicles.

DEAD KEY

The dead key weapon system is primarily used by Banshee Pursuit Interceptors and is capable of deactivating the power plants of most ground-based vehicles. The dead key fires an electronic beam from a projector mounted under the Banshee's bonnet and targets the transponder array in the enemy vehicle, where the signal commands the drive computer to switch itself off. The dead key draws power from the Banshee's power plant so it has unlimited uses. However, it does not work against bikes as they do not use transponder codes.

The gunner must target the weapon by steering the Banshee into the optimum firing position and then initiate the correct protocols with which to shut down the target vehicle. Once the dead key beam hits the target with a successful Drive (wheeled) roll, the Judge must make a Routine Computers check to successfully deactivate the target vehicle's power plant.

It is not uncommon for perps to encrypt the drive computer to prevent the dead key from disabling their vehicle. Encrypting the master drive computer is relatively easy and the process can be completed in 1d10+10 minutes. When a dead key is fired at an encrypted target, the Judge and perp who reprogrammed it must make an opposed Computers check; if the perp wins then the dead key fails to deactivate the power plant.

ELECTRO-PROD

As its name suggests, the electro-prod is a short baton that produces an electric jolt when a target is hit. These melee weapons are primarily carried by Judge Warders and function in exactly the same way as the stunstick detailed on page 98 of the *Traveller Core Rulebook*.

FLECHETTE AP ASSAULT RIFLE, GENERAL ARMS DAGGERCLOUD

The Daggercloud is a lightweight assault rifle that fires a high-velocity burst of tiny polycarbon needles. The Daggercloud has a high rate of fire that compensates for the smaller amount of damage inflicted by a single shot. The frictionless needles are also designed to penetrate armour, ignoring half of the target's armour points (round down).

GRIFFIN LASER CANNON

The Griffin Laser Cannon is a tripod-mounted weapon that is based on the Cyclops design. The Griffin is fitted with an infrared targeting system and a gyroscopic stabiliser that grants an additional +1 DM to all aiming actions on top of any other modifiers but cannot exceed the maximum aiming bonus. The large power pack is only capable of generating power for a single shot but the Griffin can be plugged directly into the main power grid for unlimited usage.

HAND CANNON, MAULEY HORNET

The Mauley Hornet is similar in appearance to the 20th Century minigun. It can only be used in auto-fire mode so it is best deployed against densely packed crowds of lightly armoured attackers. The Hornet is most commonly used by Riot Squads and Heavy Weapon Squads as a last resort when mobs threaten to overwhelm fixed positions. The Hornet comes equipped with a backpack mounted belt of 240 rounds.

HAND LINE

The hand line is a smaller version of the claw grapple. It is a small pistol that fires a rocket-propelled grapple attached to a mono-wire climbing line. The device has a small but powerful winch that allows the user to easily ascend or descend sheer surfaces. The hand line can safely hold and winch up to 180 kilograms and requires a successful attack roll to secure the grapple to a solid surface. If required the hand line can be used as a weapon but it only does minimal damage.

HEAVY MISSILES

Heavy missiles come in two varieties; the heavy Hi-Ex missile and heavy homing missile. They are essentially bigger versions of the standard ordinance but have higher payloads and inflict damage over a greater area. Heavy missiles can only be fired from a Blazooka or vehicle mounted launchers.

HYDRA LASER CANNON

The Hydra Laser Cannon is an alternative weapon to the Cyclops laser found on most Lawmaster bikes and was developed for the Cursed Earth Quasar Mk II Lawmaster (see page 65). The Hydra causes less damage and has a shorter

range but it has a greater rate of fire and higher accuracy. The advanced targeting system grants a +1 DM to all attack rolls made with this weapon. The Hydra's capacitors store enough energy for 30 shots and it recharges one shot every two rounds.

JUDGEMENTBRINGER CANNON

The Judgementbringer was developed for the Mechanismo robots (see page 77). It was intentionally designed to resemble a large Mk II Lawgiver. The Judgementbringer has many of the features of the Lawgiver but does not have the targeting computer, self-destruct or the stun-shot pulse and is unable to fire Ricochet and Heatseeker rounds. In addition to this, the Judgementbringer fires larger shells that inflict more damage and have a greater range.

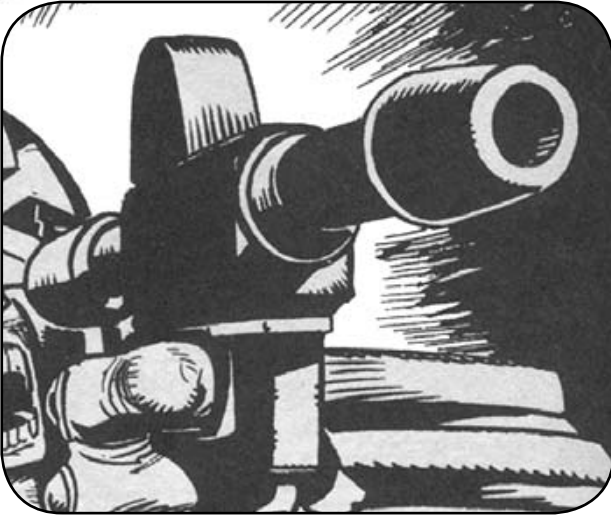
LAWGIVER, COLT MK I

The original model Lawgiver Mk I was the standard firearm for street judges for over 50 years and has only recently been withdrawn from service. The Lawgiver Mk I has many of the same features as its successor including the palm-sensor, self-destruct and targeting computer.

The main differences of the Mk I are its ammunition options and smaller shells that are less potent than those used in the Mk II. The General Purpose (GP) round is the forerunner of the Standard Execution shell but Armour Piercing, High Explosive, Incendiary and Ricochet rounds work exactly the same. Grenade is an old shell type used with the Mk I to attack multiple enemies. Heatseeker shells require a General Purpose round to power them and must be fitted to the barrel of the Lawgiver before firing, as a minor action. No Stun-Shot Energy Pulse or Gas rounds are available for the Mk I.

The Mk I does not have the variable ammunition magazines of the Mk II but has a pair of magazines, each subdivided into two separate chambers that can each store six shells. Each chamber can hold a different type of shell but one chamber in each magazine always contains General Purpose shells, allowing the remaining six rounds in each magazine to each hold one of the specialist shell types. This means that a Judge always has General Purpose ammunition and two other types available, although Judge's will usually carry additional magazines with different types of ammunition should they require them.

The Lawgiver Mk I is still an effective sidearm even though it has been replaced by the superior Mk II. A lot of the Mk Is were destroyed following their withdrawal from service but many Sector Houses on tight budgets still use them to equip their street judges.



LAWGIVER LE, COLT MK IA

The Lawgiver LE is a cut-down version of the Mk I and is issued to Sector House personnel and support staff. The Lawgiver LE has only a single magazine of General Purpose rounds. It has the standard palm-sensor and self-destruct features but does not have the targeting computer.

LAWROD, COLT 350

The Lawrod is a rifle version of the Mk I Lawgiver with a greater range and a faster rate of fire. It has the same features and ammunition options as the Mk I but uses large calibre shells that inflict greater damage. Despite its greater range and damage, the Lawrod was superseded by the lighter and more versatile Lawgiver Mk II.

MAGNON PULSER

This heavy rifle generates a powerful electro-magnetic pulse that can permanently disable the electrical systems of robots and computers. When fired at a living target the magnon pulser stuns the target using the same rules as Stumm gas detailed on page 98 of *Judge Dredd* but the target must roll End 10+ to avoid falling unconscious. The magnon pulser has no effect against vehicles as their computer systems (if present) are better shielded against such attacks.

MISSILE LAUNCHER, MAULEY BLAZOOKA

The Blazooka is a larger and heavier version of the Mauley H/HE 'Snub-Nose' missile launcher. This shoulder-mounted launcher fires heavy missiles (see page 55) with greater payloads than those of the Snub-Nose. The Blazooka can also fire Armour Piercing missiles. A vehicle mounted variant of the Blazooka is also available.

The weapon can be fired by a single Judge but a second operator is usually deployed to reload the launcher. With two Judges operating the Blazooka it can be reloaded and fired every round.

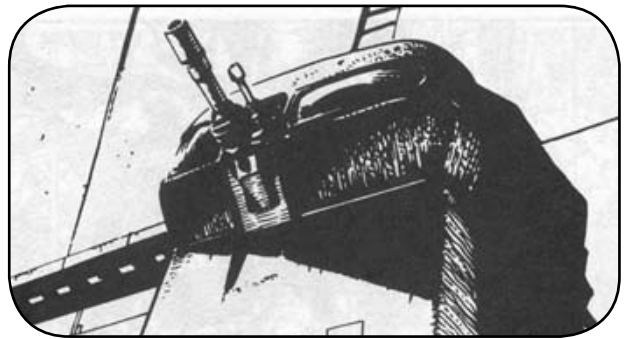
NEMESIS ROCKET

The Nemesis Rocket is a general purpose missile that is usually found on older vehicles. It lacks any sort of guidance system and is best used against slow moving or stationary targets. The launcher holds two rockets and requires 10 rounds to reload.

PETERSON FAST-ACTION LASER CANNON

This weapon is a larger and more powerful version of the Peterson High Intensity Laser Cannon. It forms an important part of Mega-City One's laser defence mesh and is capable of vaporising incoming missiles or small aircraft in a single salvo. It draws power directly from the city's main power grid, giving it unlimited uses, although it also has a battery able to provide power for twenty shots if the grid is unavailable for any reason.

The Peterson Fast-Action Laser Cannon is generally used on top of city blocks and the City Wall – its weight and power requirements limit the numbers of vehicles that are able to carry it. The HH-Wagon can be converted to carry a single fast-action laser cannon but must relinquish all cargo, passenger capacity and other weapons for the huge power generators required to power the weapon.



PETERSON HIGH INTENSITY LASER CANNON

The Peterson High Intensity Laser Cannon is a more powerful version of the heavy laser. The high intensity beam is able to inflict more damage but the rate of fire is slightly lower. It uses the same power pack as a heavy laser but the additional power required for the high intensity beam reduces the total number of shots that can be fired to 30.

PLASMA RIFLE, JD EX4044 LAWBRINGER

The Lawbringer is an experimental gun developed by the weapons unit of Tek Division. It fires volatile plasma balls that explode on impact covering a 1.5 metre blast radius. One shot consumes all energy within the large power pack but the weapon can be powered from other sources such as a Lawmaster or other vehicle. The Lawbringer has a tendency to overheat – any attack roll that results in a natural 3 or 4 will cause the weapon to shut down for 20 minutes as it cools, during which time it cannot be used. A natural roll of 2 indicates the plasma containment system has failed, causing the weapon to explode and inflicting 4d6 damage to anyone within one metre of the weapon. For this reason the Lawbringer is still undergoing field-testing and further development.

RIOT GUN, GENERAL ARMS 606 PACIFIER

The Pacifier is a large-bore, pump-action rifle favoured by Riot Squads and Judge Warders. It fires a plastic bullet that is painful but non-lethal, granting a stun effect much like Stumm gas but the target must roll End 10+ to avoid falling unconscious. The bullets also inflict a small amount of physical damage.

The Pacifier holds six rounds under the barrel that are pumped into the breech prior to firing as a free action. The pacifier can also fire standard grenades and is often employed to dispense Stumm gas during riot or crowd control situations.

SHOT-BLASTER, COLT .308

Similar in design to the scattergun (see *Judge Dredd* page 102), the shot-blaster has a longer barrel and smaller ammunition capacity. Cartridges must be loaded individually into the breech as minor action. Although the shot-blaster is rarely seen in Mega-City One, it is commonly used in the Cursed Earth and is an optional weapon issued to Judges who take the Long Walk. Ammunition for the shot-blaster is easily obtainable from Cursed Earth outposts.

Shot-blasters issued by the Justice Department are fitted with the same palm-sensor and self-destruct mechanism that is used in Lawgivers.

SNIPER RIFLE, MAULEY 303 DEAD SHOT

The Dead Shot is the Justice Department's standard issue sniper rifle that is both silent and flash-less. It is fitted with a magnifying scope and gyroscopic compensator, allowing the

user to maintain a steady aim under any condition and grants an additional +1 DM to all aiming actions on top of any other modifiers. The Dead Shot is also very accurate over long ranges and halves the standard range penalties.

SNIPER RIFLE, MAULEY LONG GUN

The Long Gun is a special issue sniper rifle that is capable of hitting targets several kilometres away. It features a highly sophisticated through-barrel targeting and magnification system allowing the sniper to hit targets up to three kilometres away and ignore all range penalties. The targeting system also grants an additional +1 DM to all aiming actions but does not stack with other ranging devices or increase the maximum aiming bonus. The Long Gun is a single shot weapon and requires a major action to reload it.

STEALTH MISSILE

The stealth missile is a guided missile fitted with counter surveillance technology rendering it invisible to enemy sensors. It has an unlimited range making it a powerful first-strike weapon that can be fired from any location, regardless of its intended target. Anything caught within the area effect of a stealth missile is automatically vaporised.

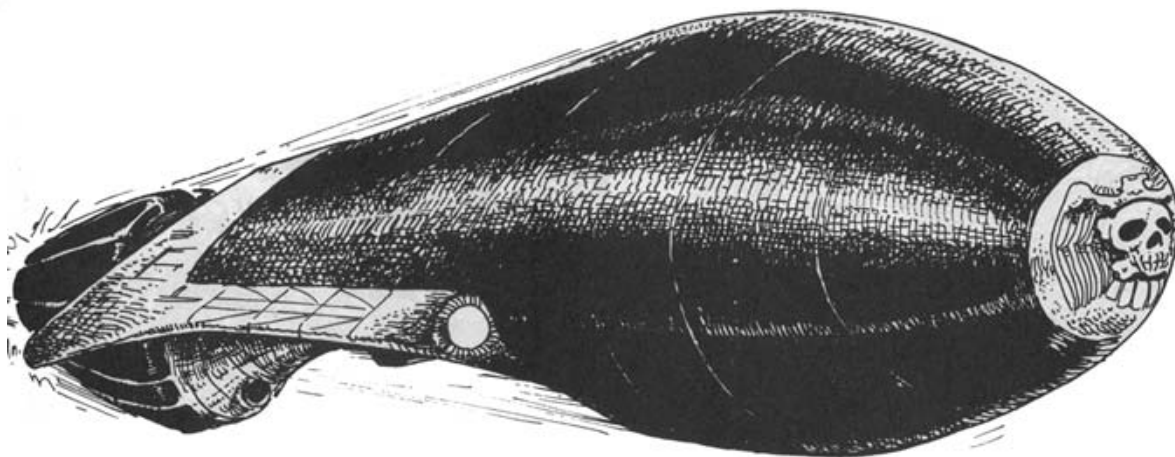
STUB GUN, JD EX1850

The stub gun fires a continuous laser beam that is capable of slicing through thick armour plating in seconds. Thousands of stub guns were manufactured during the Apocalypse War but deficiencies in the weapon's design soon became apparent.

The stub gun is prone to severe overheating. Any attack roll resulting in a natural 2 causes the gun to explode, inflicting 6d6+6 of damage within the 1.5 metre blast radius. For every subsequent shot made within one minute of the previous attack, the chance of explosion increases by one. For example, a second shot made within one minute of the first shot would cause the weapon to overheat on a natural roll of 2 or 3, a third shot would explode on a roll of 2–4 and so on.



Very few stub guns now exist and those that remain tend to be curiosity pieces in Justice Department armouries but one also resides in a pride of place within the Hall of Heroes weapons gallery.



TAD

The Total Annihilation Device (TAD) is a high-yield nuclear weapon that can level an entire megacity. These enormous weapons are three times the size of an HH-Wagon and are the most devastating weapons currently available. Nothing can withstand the incredible destructive force of these devices and anything within the blast radius will be vaporised.

TADs are a last resort weapon for Mega-City One and they have only ever been deployed twice – 25 were launched against East-Meg One during the Apocalypse War and TADs were also used to destroy a number of large urban centres across the planet that were over-run by the undead during the Zombie War.

TRACTOR GUN

The tractor gun was designed specifically for the Banshee Pursuit Interceptor. It fires a mechanical grapple at a vehicle, attaching itself to the target with six metal claws. The grapple is linked to the Banshee by 100 metres of strong plastisteel cable. The powerful winch system can then pull small vehicles back towards the Banshee.

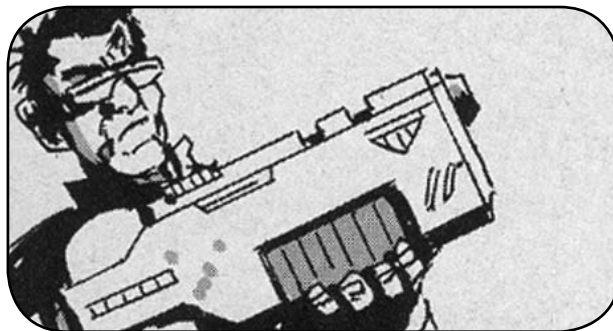
With a successful ranged attack roll, any vehicle of similar size or less will be automatically dragged back to the Banshee at a rate of 10 metres per round. Vehicles of greater size will pull the Banshee towards them, at the same rate. If the perp does not voluntarily slow down, the Judge will usually wait until the vehicle has been winched close to the Banshee and attempt to jump across and apprehend the perp; this is usually done by the passenger but the Banshee driver may also attempt to do this by turning control of the Banshee over to the Safe-Driver computer.

WALL GUN, GENERAL ARMS M233 CLEARCOAST

This large assault rifle is standard issue for Judges guarding the City Wall against mutant attacks. Heavy Weapon Squads also requisition wall guns for attacks against large numbers of opponents.

WIDOWMAKER, COLT M2000

The Widowmaker is a combination of a submachine gun and self-loading scattergun. It is issued to Heavy Weapon Squads but street Judges have also been known to use them in emergency situations. The scattergun barrel fires standard rounds and can also be loaded with non-lethal plastic bullets that use the same rules as the Pacifier (see page 57).



URBAN NUKE

The urban nuke is a low-yield nuclear weapon that can level an entire city block. It is a small missile fitted as standard to Gunbirds but can also be retro-fitted to other heavy vehicles such as the HH-Wagon when required. The urban nuke can only be deployed by the order of the Chief Judge and will vaporise everything within the blast radius.

SLUG THROWERS

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Notes
Pistols							
Hand Line	Ranged (pistol)	1d6	No	1	1	1	150m mono-wire.
Lawgiver, Colt Mk I	–	–	–	–	1.5	–	Holds 6 GP rounds in each magazine plus 2 x 6 rounds of any other ammunition types.
AP	Ranged (pistol)	4d6–2	No	1	–	6	
GP	Ranged (pistol)	4d6–2	2	0	–	12	
HE	Ranged (pistol)	5d6–2	No	2	–	6	
IC	Ranged (pistol)	3d6–2	No	0	–	6	
RC	Ranged (pistol)	2d6–1	2	0	–	6	
Grenade	Ranged (shotgun)	2d6	2	0	–	6	3m blast radius.
Lawgiver LE, Colt Mk Ia	Ranged (pistol)	4d6–2	2	2	0	12	
Rifles							
Flechette AP Assault Rifle, General Arms Daggercloud	Ranged (assault weapon)	1d6	9	0	2	120	Ignores half of the target's armour points (round down).
Hand Cannon, Mauley Hornet	Ranged (rifle)	2d6	8	1	6	240	Can only be fired in auto-fire mode.
Lawrod, Colt 350	–	–	–	–	3.5	–	Holds 6 GP rounds in each magazine plus 2 x 6 rounds of any other ammunition types.
AP	Ranged (rifle)	4d6+2	No	1	–	6	
GP	Ranged (rifle)	4d6+2	3	0	–	12	
HE	Ranged (rifle)	5d6+2	No	2	–	6	
IC	Ranged (rifle)	3d6+2	No	0	–	6	
RC	Ranged (rifle)	2d6+2	3	0	–	6	
Riot Gun, General Arms 606 Pacifier	Ranged (rifle)	1d6 Stun	No	1	3.5	6	Target must roll End 10+ to avoid falling unconscious.
Shot-Blaster, Colt .308	Ranged (assault weapon)	4d6	No	2	4	1	

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Notes
Sniper Rifle, Mauley 303 Dead Shot	Ranged (rifle)	4d6+4	No	0	5.5	6	+1 DM to all aiming actions. Halves range penalties.
Sniper Rifle, Mauley Long Gun	Special	5d6+4	No	0	10.5	1	+1 DM to all aiming actions. 3km range and no range penalties.
Tractor Gun	Special	–	No	0	35	1	100m cable.
Wall Gun, General Arms M233 Clearcoast	Ranged (assault weapon)	4d6	6	1	7.5	120	
Widowmaker, Colt M2000	–	–	–	–	4.5		
Scattergun	Ranged (shotgun)	4d6	No	2	0	12	
SMG	Ranged (assault weapon)	4d6	6	1	0	60	

ENERGY WEAPONS

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Notes
Magnon Pulser	Ranged (shotgun)	Special	No	–	7	3	5d6 against robots and stuns humans (End 10+ to avoid unconsciousness).
Plasma Rifle, JD EX4044 Lawbringer	Ranged (rifle)	6d6	No	–	12	1	1.5m blast radius
Stub Gun, JD EX1850	Ranged (rifle)	6d6+6	No	–	4.5	10	

HEAVY WEAPONS

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Notes
Anti-Personnel Machine Gun	Ranged (rifle)	4d6	6	1	9	120	
Aqua Cannon	Ranged (rifle)	10d6	No	—	3,400	Unlimited	
Autogun, Computer Controlled Weapon System	Ranged (rifle)	3d6+8	6	2	8	100	Gun Combat (slug rifle) 2
Blockbuster Cannon	Ranged (rifle)	By Shell	No	1	1,800	1	Requires 4 Judges to fire every round. Reload time is increased by one round for each Judge absent.
Dead Key	Ranged (rifle)	—	No	—	17.5	Unlimited	After target is hit, the Judge must make an opposed Computers check to deactivate power plant.
Griffin Laser Cannon	Ranged (rifle)	8d6	No	—	11	1	+1 DM to all aiming actions. Unlimited shots if connected to power grid.
Hydra Laser Cannon	Ranged (assault)	5d6	6	—	19	30	+1 DM to attack roll. Recharges 1 shot every 2 rounds.

Weapon	Range	Damage	Auto	Recoil	Mass (kg)	Magazine	Notes
Judgementbringer Cannon	–	–	–	–	27	–	
AP	Ranged (rifle)	5d6	6	1	–	24	
HE	Ranged (rifle)	6d6	6	1	–	24	
IC	Ranged (rifle)	4d6	6	0	–	24	
SE	Ranged (rifle)	5d6	6	0	–	120	
Missile Launcher, Mauley Blazooka	Ranged (rocket)	By Missile (heavy)	No	0	14	1	
Nemesis Rocket Launcher	Ranged (rocket)	As Nemesis Rocket	No	0	500	2	
Peterson Fast-Action Laser Cannon	Ranged (rifle)	12d6+12	3	–	2,700	Unlimited	
Peterson High Intensity Laser Cannon	Ranged (rifle)	10d6+6	3	–	40	30	

BOMBS, NUKES AND MISSILES

Weapon	Range	Damage	Mass (kg)	Blast Radius	Notes
Armour Piercing Missile	Ranged (rocket)	4d6	8	–	Ignores half of the target's armour protection or 10 points, whichever is greater. Can only be fired from a Blazooka.
Blockbuster Hi-Ex Shell	Ranged (rifle)	10d6+10	15	6m	
Blockbuster Napalm shell	Ranged (rifle)	6d6+6	15	6m	
Blockbuster Stumm shell	Ranged (rifle)	Stun	12	15m	Target must roll End 11+ to avoid falling unconscious.
Cluster Bomb	Ranged (assault weapon)	5d6	2,250	45m	
Heavy Hi-Ex Missile	Ranged (rocket)	5d6+2	12	5m	
Heavy Homing Missile	Ranged (rocket)	4d6+2	12	1.5m	
Nemesis Rocket	Ranged (rocket)	12d6	100	8m	
Stealth Missile	Unlimited	Special	1,000	500m	Vaporises everything within the blast radius.
TAD	Unlimited	Special	500,000	Special	Vaporises everything within the blast radius.
Urban Nuke	Ranged (rocket)	Special	2,400	75m	Vaporises everything within the blast radius.

VEHICLES AND ROBOTS

The vehicles covered in *Judge Dredd*, detail the most common vehicles available to Judges and those they are likely to encounter. This chapter primarily details new vehicles that are used by the specialist units described in the Speciality Judges chapter. Likewise a number of Justice Department robots are also used by specialist units and these are included at the end of this chapter.

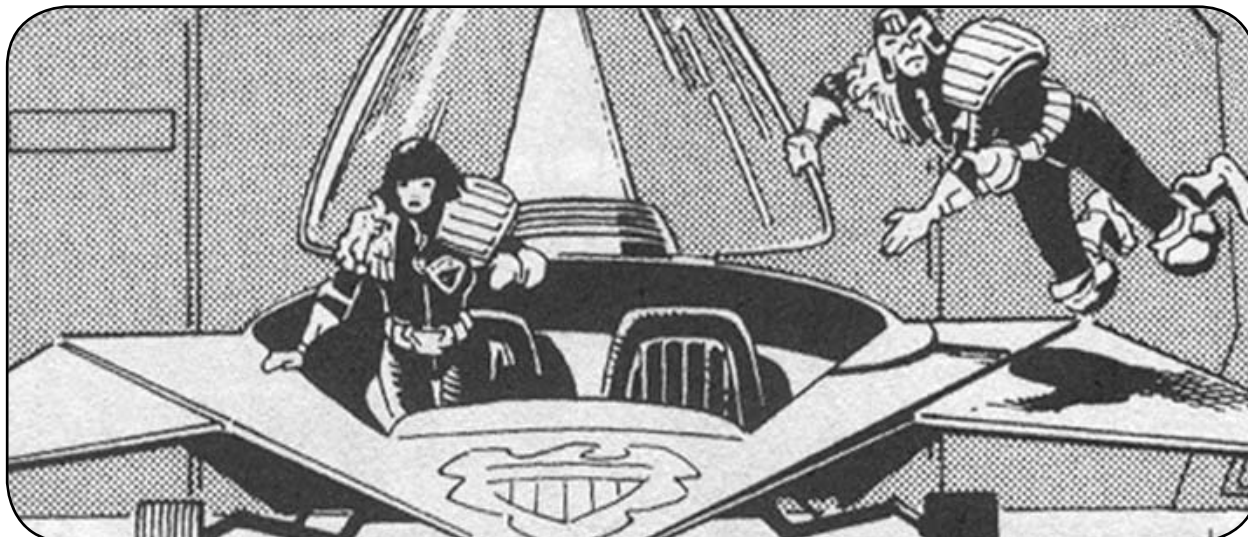
JUSTICE DEPARTMENT VEHICLES

Some of the vehicles listed here are very expensive and are therefore not available in every Sector House; only those with large budgets are likely to have them in any quantity. The exact availability of these vehicles is at the Referee's discretion.

A-WAGON

Commonly referred to as the 'frog' by its crews, the A-Wagon is the flagship of Atlantic Division. It has many of the same standard features as the H-Wagon but also has a submersible mode, allowing it to withstand the crushing depths of the ocean. The A-Wagon is painted in a marine camouflage pattern and has a specially designed missile launcher that can operate both in and out of water without penalty.

Dimensions	
Height	4m
Width	6m
Length	18m
Wheelbase	–
Weight	90,000kg
Fuel Capacity	3,600 litres
Powerplant	Notron grav anti-gravity propulsion unit
Full Speed	540kph (fly), 36kph (water)
Max Speed	900m per round (fly), 60m per round (water)
Acceleration	115m per round (fly) , 8m per round (water)
Deceleration	130m per round (fly) , 9m per round (water)
Cost	MCr. 9
Statistics	
Skill	Flyer (grav)
Agility	+1
Crew	13 (1 pilot and co-pilot, 1 gunner, 10 passengers)
Open/Closed	Closed
Armour	20
Hull/Structure	8/8
Cargo	2 tons
Weapons	Hi-Ex Missile Launcher



BANSHEE PURSUIT INTERCEPTOR

The Banshee Pursuit Interceptor is the pride of the Pursuit Squad and is the fastest land vehicle available in Mega-City One. The skilled megway Pursuit Squad drivers use Banshee Interceptors to chase and apprehend illegal speedsters, hot-rodders and other criminals.

Powered by Whitestream engines, the Banshee is capable of incredible speeds, with traction provided by Firerock Plus tyres. Aerodynamic fins reduce drag resulting in a stable and agile vehicle. The Banshee is fitted with a Safe-Driver onboard computer (nicknamed the 'Speed Demon'), which has the following software:

- Automode/0 – This allows the vehicle to be driven automatically by the computer and perform simple manoeuvres via voice activated commands relayed through the Judge's helmet.
- Navigation/1 – A full set of Mega-City One navigational charts that govern the navigation systems. The software gives a +1 DM to the Judge's Mega-City One Geography skill or allows him to use Mega-City One Geography at skill level 0 (if he does not have the skill) when driving the car.
- Drive Control/1 – By making constant modifications to numerous components throughout the vehicle, this software increases the vehicle's agility and improves braking efficiency.
- Comms/0 – Communications software that slaves into the Judge's helmet linking to the Sector House and Justice Central. The software also allows the computer to fully access MAC.
- Justice Library/0 – Provides a constantly updated list of crime information, including current crimes in the sector, major crimes elsewhere, backup requests, status reports and news feeds.

The Banshee is armed with a dead key cannon to shut down speedster engines during high-speed chases and a mechanical tractor gun that fires a metal claw into the target's bodywork to restrain it.

Dimensions	
Height	1.4m
Width	1.6m
Length	2.8m
Wheelbase	2.6m
Weight	1,400kg
Fuel Capacity	100 litres
Powerplant	Whitestream V12 super hybrid
Full Speed	660kph
Max Speed	398m per round

Acceleration	90m per round
Deceleration	180m per round
Cost	MCr. 2
Statistics	
Skill	Drive (wheeled)
Agility	+1
Crew	2 (1 driver, 1 passenger)
Open/Closed	Closed
Armour	10
Hull/Structure	3/3
Cargo	45kg
Weapons	Dead Key, Tractor Gun

CLAW PATROL SHIP

The Claw Patrol Ship is a short range anti-gravity vehicle that is used for regular patrols within Mega-City One. Its small size allows it to land in many places where larger vehicles might be restricted. The Claw is lightly armoured but fast, allowing it to quickly deploy up to five street Judges whilst the turret mounted autoguns lay down covering fire. The Claw also has three linked heavy laser cannons and a Hi-Ex missile launcher that can be operated by either the pilot or co-pilot.

Dimensions	
Height	2.8m
Width	3.6m
Length	4.4m
Wheelbase	–
Weight	44,000kg
Fuel Capacity	1,400 litres
Powerplant	Notron K Series anti-gravity propulsion unit
Full Speed	1,350kph
Max Speed	810m per round
Acceleration	308m per round
Deceleration	342m per round
Cost	MCr. 4
Statistics	
Skill	Flyer (grav)
Agility	+1
Crew	7 (1 pilot and co-pilot, 5 passengers)
Open/Closed	Closed
Armour	10
Hull/Structure	6/6
Cargo	None
Weapons	3 x Heavy Laser Cannon; Hi-Ex Missile Launchers; 2 x Autogun

CURSED EARTH QUASAR, MK II LAWMASTER

The Mk II Lawmaster was developed for use in the Cursed Earth and is designed for prolonged use. The main feature of the Mk II is the Hydra Laser Cannon, capable of rapid-fire with a faster recharge than its Cyclops predecessor.

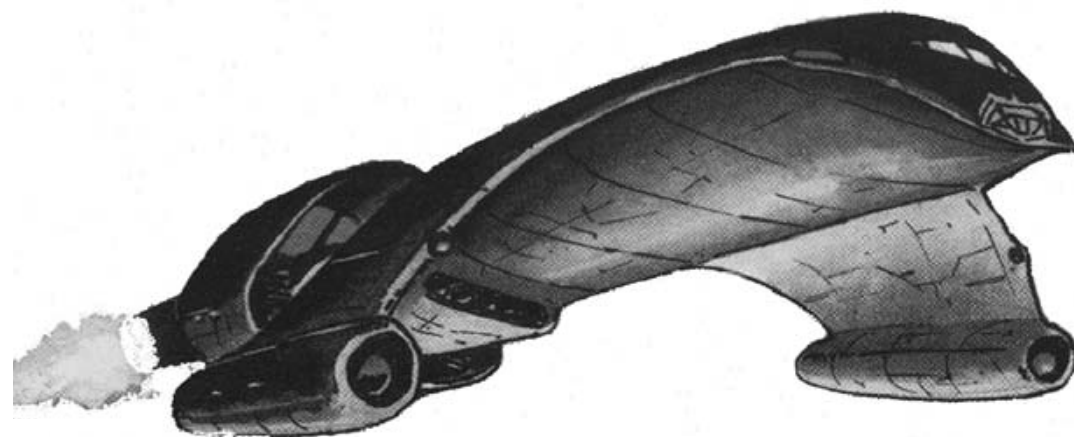
Dimensions	
Height	1,164mm
Width	975mm
Length	2,540mm
Wheelbase	1,996mm
Weight	215kg
Fuel Capacity	125 litres
Powerplant	Notron V8, 4000cc, ASB Quad Carbs
Full Speed	570kph
Max Speed	950m per round
Acceleration	330m per round
Deceleration	400m per round
Cost	MCr. 2
Statistics	
Skill	Drive (Lawmaster)
Agility	+2
Crew	1
Open/Closed	Open
Armour	12 (saddle, fuel tank)
Hull/Structure	3/3
Cargo	30kg
Weapons	2 x Bike Cannon, Hydra Laser

GUNBIRD

The Gunbird is a winged variant of the H-Wagon that sacrifices armour and speed for additional weaponry, serving

as both a bomber and air assault vehicle. The four Peterson High Intensity Laser Cannons and two missile launchers provide the Gunbird with devastating fire-power that can make precise attacks against a variety of targets. Much of the cargo capacity has also been sacrificed to make way for a bomb bay, allowing the Gunbird to deploy cluster bombs and a single urban nuke.

Dimensions	
Height	3.2m
Width	12m
Length	10m
Wheelbase	–
Weight	140,000kg
Fuel Capacity	2,400 litres
Powerplant	Notron grav anti-gravity propulsion unit
Full Speed	450kph
Max Speed	750m per round
Acceleration	80m per round
Deceleration	95m per round
Cost	MCr. 12
Statistics	
Skill	Flyer (grav)
Agility	+1
Crew	5 (1 pilot, 4 gunners)
Open/Closed	Closed
Armour	14
Hull/Structure	8/8
Cargo	None
Weapons	4 x Peterson High-Intensity Laser Cannon; 2 x Hi-Ex Missile Launchers; 2 x Cluster Bombs; Urban Nuke



GUNBOAT

The gunboat is used exclusively by the Atlantic Division. These fast water-going vessels are used by Ocean Patrol and the Harbour Squad to patrol the Mega-City One waters, ever vigilant for pirates and smugglers. Gunboats will always race to the rescue of disabled civilian ships and protect them from attackers until backup arrives.

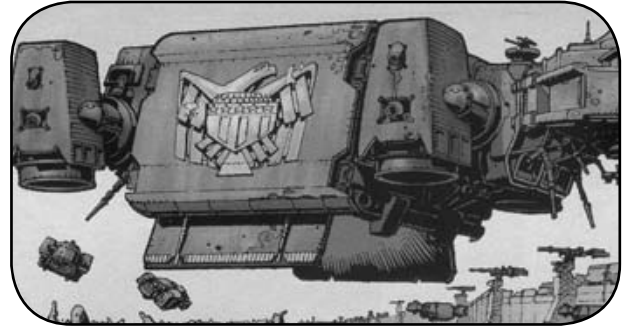
The gunboat is armed with two missile launchers that have been adapted to work underwater. The four passengers usually form the boarding party should the gunboat encounter a hostile vessel.

Dimensions	
Height	4.4m
Width	6m
Length	18m
Wheelbase	–
Weight	47,000kg
Fuel Capacity	1,200 litres
Powerplant	Notron Hi-Pow 8000T, H-Cell/ Biofuel Hybrid
Full Speed	100kph
Max Speed	60m per round
Acceleration	10m per round
Deceleration	5m per round
Cost	Cr. 500,000
Statistics	
Skill	Drive (water)
Agility	+0
Crew	6 (1 pilot, 1 gunner, 4 passengers)
Open/Closed	Open
Armour	8
Hull/Structure	6/6
Cargo	None
Weapons	2 x Hi-Ex Missile Launchers

HH-WAGON

As its name suggests, the Heavy H-Wagon is a larger H-Wagon and serves as a mobile Sector House. The HH-Wagon has full medical and technical facilities, holding cells and comprehensive ground forces comprising of combat personnel, heavy weapon squads, Med squads and Tek squads. There is also space for eight Lawmasters and one Omni Tank.

Also known as the 'Big Chief', each HH-Wagon has its own permanent staff like their Sector House counterparts, including the Wagon Captain who performs a similar role to that of a Sector Chief.



Dimensions

Height	6.5m
Width	18m
Length	26m
Wheelbase	–
Weight	260,000kg
Fuel Capacity	7,000 litres
Powerplant	Notron grav anti-gravity propulsion unit
Full Speed	570kph
Max Speed	950m per round
Acceleration	180m per round
Deceleration	200m per round
Cost	MCr. 18

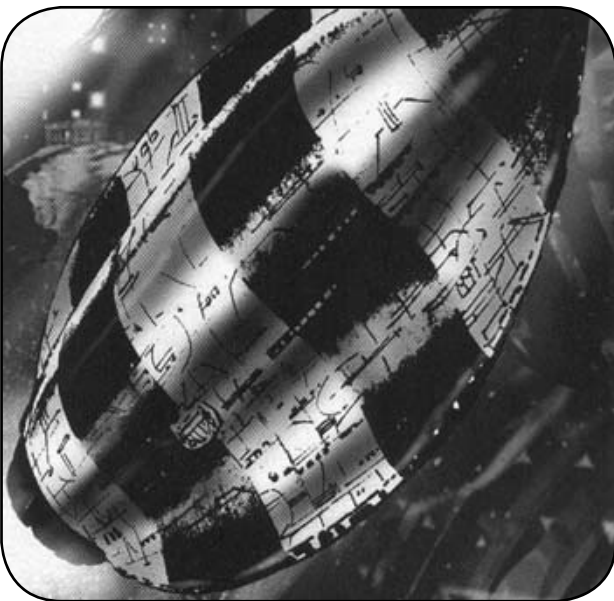
Statistics

Skill	Flyer (grav)
Agility	+1
Crew	40 (1 captain, 1 pilot and auxiliary crew, 30 passengers including ground forces)
Open/Closed	Closed
Armour	30
Hull/Structure	12/12
Cargo	15 tons
Weapons	4 x Hi-Ex Missile Launchers; 2 x Cluster Bombs

ICON-WAGON

The iCON-Wagon is another variant of the H-Wagon. This vehicle is designed to transport Justice Department personnel from Mega-City One to any world-wide location and back again without needing to refuel. The iCON-Wagon has the nickname 'humbug' due to its teardrop shaped hull that is painted with black and white stripes.

iCON-Wagons are commonly deployed across the Cursed Earth and behind the A-Wagon fleet forming a second line of defence against Black Atlantic hostiles. The iCON-Wagon also carries four short-range reconnaissance vehicles called YO-Yos



Dimensions

Height	7m
Width	7m
Length	20m
Wheelbase	–
Weight	200,000kg
Fuel Capacity	12,600 litres
Powerplant	Notron L Series anti-gravity powerplant
Full Speed	1,710kph
Max Speed	2,850m per round
Acceleration	260m per round
Deceleration	380m per round
Cost	MCr. 9

Statistics

Skill	Flyer (grav)
Agility	+1
Crew	11 (1 pilot, 4 gunners, 5 passengers)
Open/Closed	Closed
Armour	24
Hull/Structure	10/10
Cargo	8 tons
Weapons	3 x Cyclops Laser Cannon; 2 x Hi-Ex Missile Launchers; 2 x Stealth Missiles

LAW POD

Law pods are modular utility shuttles that can be easily modified and outfitted to transport various configurations of personnel and cargo. They are used for the transportation of supplies, ordinance, personnel, prisoners and strategic deployment of ground forces.

Dimensions

Height	6m
Width	6m
Length	12m
Wheelbase	–
Weight	40,000kg
Fuel Capacity	1,400 litres
Powerplant	Notron K Series anti-gravity propulsion unit
Full Speed	330kph
Max Speed	550m per round
Acceleration	40m per round
Deceleration	60m per round
Cost	Cr. 500,000

Statistics

Skill	Flyer (grav)
Agility	+1
Crew	11 (1 pilot, 10 passengers)
Open/Closed	Closed
Armour	16
Hull/Structure	8/8
Cargo	2 tons
Weapons	None

MONK

Mechanised Oceanic Nuclear Kill-pods are stationary defence platforms situated in a chain along the bottom of the Black Atlantic. Standing on metal legs, the MONKs use high-resolution scanners to search the murky depths for any enemy vessels or potential threats. Should they need to change position, the legs are capable of moving the platform, albeit very slowly.

Each MONK is operated by a robot crew of GO-4 Bots with one human commander. The MONK is armed with four Aqua Cannons and ten Hi-Ex Missile Launchers adapted for underwater use.

Dimensions	
Height	16.5m
Width	24m
Length	24m
Wheelbase	–
Weight	330,000kg
Fuel Capacity	1,000 litres
Powerplant	Notron 9000T, H-Cell
Full Speed	3kph
Max Speed	5m per round
Acceleration	1m per round
Deceleration	5m per round
Cost	MCr. 12
Statistics	
Skill	Drive (walker)
Agility	+1
Crew	16 (1 human, 15 servo-droids)
Open/Closed	Closed
Armour	30
Hull/Structure	12/12
Cargo	10 tons
Weapons	Four Aqua Cannons; 10 x Hi-Ex Missile Launchers

OMNI TANK

The Omni tank is a heavily armoured vehicle that resembles pre-Atomic War tanks. The main gun is a powerful Blockbuster cannon, which is supplemented by four autoguns. The Omni Tank is a slow vehicle but its heavy weaponry and armour makes it a powerful mobile weapons platform in times of emergency.



Dimensions	
Height	3.4m
Width	3m
Length	9.8m
Wheelbase	9.6m
Weight	75,000kg
Fuel Capacity	1,000 litres
Powerplant	Notron Hi-Pow 8000T, H-Cell/Biofuel Hybrid
Full Speed	60kph
Max Speed	100m per round
Acceleration	20m per round
Deceleration	30m per round
Cost	MCr. 4
Statistics	
Skill	Drive (tracked)
Agility	+1
Crew	5 (commander, driver, gunner, loader, sensors operator)
Open/Closed	Closed
Armour	26
Hull/Structure	10/10
Cargo	None
Weapons	Blockbuster Cannon; four Autoguns

PARAJET

The parajet is a more advanced version of the civilian jet pack that uses anti-gravitic technology rather than a rocket engine. It has retractable wings allowing it to function in a similar manner to a batglider. A parajet can carry a load of 180 kilograms.

Parajets are most commonly used by the Holocaust Squad and are built in to the HS/1 suits as standard. Other squads or departments can requisition parajets if they have a need for them.

Dimensions	
Height	–
Width	650mm
Length	1,100mm
Wheelbase	–
Weight	5kg
Fuel Capacity	10 litres
Powerplant	Teka-Tek Compact anti-grav drive
Full Speed	300kph
Max Speed	500m per round
Acceleration	76m per round

Deceleration	76m per round
Cost	Cr. 500,000
Statistics	
Skill	Flyer (personal)
Agility	+0
Crew	1
Open/Closed	Open
Armour	None
Hull/Structure	1/1
Cargo	None
Weapons	None

PEOPLE PLOUGH

The People Plough resembles a small bulldozer and is used to contain or disperse large crowds. It is very effective and removes the need to use riot foam or Stumm gas. Variants of the People Plow are also used by clean-up squads to move wreckage, rubble and corpses.

Dimensions	
Height	4.6m
Width	8m
Length	6.2m
Wheelbase	4.9m
Weight	25,000kg
Fuel Capacity	40 litres
Powerplant	Notron Hi-Pow 8000T, H-Cell/ Biofuel Hybrid
Full Speed	30kph
Max Speed	50m per round
Acceleration	10m per round
Deceleration	15m per round
Cost	Cr. 750,000
Statistics	
Skill	Drive (tracked)
Agility	+1
Crew	1
Open/Closed	Closed
Armour	20
Hull/Structure	8/8
Cargo	225kg
Weapons	None

RAM-RAIDER

The Ram-Raider is essentially a mobile battering ram capable of breaking through most buildings and structures. Once the target has been breached, the three passengers (usually a Heavy Weapons Squad) can clear and hold the position whilst a full ground assault team is deployed. Ram-Raiders can also be disguised as civilian vehicles to allow them to get closer to the target without arousing suspicion.

Dimensions	
Height	1.4m
Width	1.6m
Length	2.6m
Wheelbase	2.3m
Weight	10,000kg
Fuel Capacity	50 litres
Powerplant	Notron Hi-Pow 8000T, H-Cell/ Biofuel Hybrid
Full Speed	150kph
Max Speed	250m per round
Acceleration	46m per round
Deceleration	58m per round
Cost	MCr. 2
Statistics	
Skill	Drive (wheeled)
Agility	0
Crew	4 (1 driver, 3 passengers)
Open/Closed	Closed
Armour	20
Hull/Structure	10/10
Cargo	None
Weapons	None

RIOT WAGON

The Riot Wagon is a smaller variant of the H-Wagon and is used by Riot Squads to suppress large unruly crowds. Armed with a Riot Foam Jet and a Stumm Gas Dispenser, the Riot Wagon is capable of controlling crowds over a much greater area than can be achieved by ground forces alone.

Dimensions	
Height	3.1m
Width	6.2m
Length	10m
Wheelbase	–
Weight	70,000kg
Fuel Capacity	2,400 litres
Powerplant	Notron grav anti-gravity propulsion unit
Full Speed	720kph
Max Speed	1,200m per round
Acceleration	120m per round
Deceleration	140m per round
Cost	MCr. 6
Statistics	
Skill	Flyer (grav)
Agility	+1
Crew	4 (1 pilot and co-pilot, 2 gunners)
Open/Closed	Closed
Armour	14
Hull/Structure	8/8
Cargo	None
Weapons	Riot Foam Jet, Stumm Gas Dispenser

S-WAGON

Also known as the 'Night Owl', the S-Wagon is a stealth surveillance craft used to monitor activities throughout Mega-City One where conventional technology is insufficient. S-Wagons carry state of the art surveillance equipment, including high-resolution sensors and cameras to create three-dimensional recordings. The S-Wagon also has a range of stealth technology to reduce noise and avoid enemy scanners.

Dimensions	
Height	3m
Width	8m
Length	10m
Wheelbase	–
Weight	80,000kg
Fuel Capacity	3,000 litres
Powerplant	Notron grav anti-gravity propulsion unit
Full Speed	540kph
Max Speed	900m per round
Acceleration	100m per round
Deceleration	100m per round
Cost	MCr. 7
Statistics	
Skill	Flyer (grav)
Agility	+1
Crew	5 (1 pilot, 2 auxiliary crew, 2 passengers)
Open/Closed	Closed
Armour	10
Hull/Structure	8/8
Cargo	70kg
Weapons	None

SURVEILLANCE ROV

The Surveillance ROV (Remotely Operated Vehicle) is a larger and more sophisticated version of the Remote. It is a small hover vehicle that is primarily used by the Covert Operations Establishment. It is fitted with the most advanced sensors and surveillance equipment that relays video, audio, chemical and thermal images to a control device up to 300 metres away.

In addition to its small size, the Surveillance ROV is also equipped with the same stealth technology used on S-Wagons to prevent it being spotted by the enemy. However, it still requires skilful control to avoid detection. With an experienced Judge controlling it, the ROV can be piloted through small gaps into any location without anyone being aware of its presence.

Dimensions

Height	260mm
Width	270mm
Length	380mm
Wheelbase	–
Weight	3.5kg
Fuel Capacity	1 litre
Powerplant	Teka-Tek Ultra-Compact anti-grav drive
Full Speed	10kph
Max Speed	6m per round
Acceleration	6m per round
Deceleration	6m per round
Cost	Cr. 275,000
Statistics	
Skill	Remote Operations
Agility	+1
Crew	0 (remotely operated)
Open/Closed	–
Armour	None
Hull/Structure	0/1
Cargo	None.
Weapons	None.

TOXBUSTER

The ToxBuster is used by Chemical Squads to remove and dispose of toxic spills and reduce damage caused by chemical weapons. It is equipped with a number of industrial-strength hoses, vacuums, solvent-sprays and other decontamination equipment. ToxBusters have anti-contaminants and countermeasures for all known chemicals and has facilities to develop new ones as required. The vehicle is sealed and protected from chemical damage by kylo plating.

Dimensions

Height	2.6m
Width	2.2m
Length	4.4m
Wheelbase	4m
Weight	12,500kg
Fuel Capacity	500 litres
Powerplant	Notron Hi-Pow 8000T, H-Cell/Biofuel Hybrid
Full Speed	135kph
Max Speed	225m per round
Acceleration	38m per round
Deceleration	50m per round
Cost	MCr. 4
Statistics	
Skill	Drive (wheeled)
Agility	0
Crew	4 (1 driver, 3 passengers)
Open/Closed	Closed
Armour	22
Hull/Structure	8/8
Cargo	675kg
Weapons	None

UTILITY ROV

The Utility ROV (Remotely Operated Vehicle) is a hover vehicle that can be fitted with different tools or weapons to perform a variety of tasks. It is primarily used by Bomb Squads to safely disarm, detonate or move certain types of explosive devices without risk to the Judge.

The vehicle is operated by a small hand-held device with a range of up to 500 metres. Visual, audio and other sensor feeds are relayed to the control device allowing the operator to easily view the vehicle's immediate environment.

The ROV has two articulated arms that can lift objects onto a cargo plate and the Teka-Tek Compact anti-grav drive is capable of lifting the ROV and up to 190kg cargo, including the weapon attachment (if any). The ROV has no armour and is considered expendable by Bomb Squad Judges, much to the dismay of Acc-Judges.

Dimensions	
Height	720mm
Width	950mm
Length	950mm
Wheelbase	–
Weight	12kg
Fuel Capacity	10 litres
Powerplant	Teka-Tek Compact anti-grav drive
Full Speed	50kph
Max Speed	30m per round
Acceleration	10m per round
Deceleration	10m per round
Cost	Cr. 650,000
Statistics	
Skill	Remote Operations
Agility	+1
Crew	0 (remotely operated)
Open/Closed	–
Armour	None
Hull/Structure	2/2
Cargo	190kg (including weapon attachment)
Weapons	As assigned.

UUV

The Unmanned Underwater Vehicle is essentially an underwater version of the Surveillance ROV that has been developed for the Atlantic Division. It employs the same surveillance equipment as its land-based counterpart but lacks the stealth technology. The UUV has been built to withstand the pressures of deep water and has a range of up to three miles. UUVs are usually deployed and operated from MONK platforms and gunboats.

Dimensions

Height	83cm
Width	88cm
Length	190cm
Wheelbase	–
Weight	6.5kg
Fuel Capacity	3 litres
Powerplant	Notron 4000S, H-Cell propulsion system
Full Speed	5kph
Max Speed	3m per round
Acceleration	1m per round
Deceleration	1m per round
Cost	Cr. 275,000

Statistics

Skill	Remote Operations
Agility	+0
Crew	0 (remotely operated)
Open/Closed	–
Armour	None
Hull/Structure	1/1
Cargo	None.
Weapons	None.

YO-YO

These small hover-bikes might be slow and lack any armaments, but their small size makes them ideal to transport on medium sized vehicles like the iCON-Wagon for short-range reconnaissance.

Dimensions

Height	1,000mm
Width	900mm
Length	2,200mm
Wheelbase	–
Weight	120kg
Fuel Capacity	30 litres
Powerplant	Teka-Tek anti-grav drive
Full Speed	180kph
Max Speed	300m per round
Acceleration	80m per round
Deceleration	100m per round
Cost	Cr. 50,000

Statistics

Skill	Flyer (grav)
Agility	+1
Crew	1
Open/Closed	Open
Armour	None
Hull/Structure	1/1
Cargo	10kg
Weapons	None

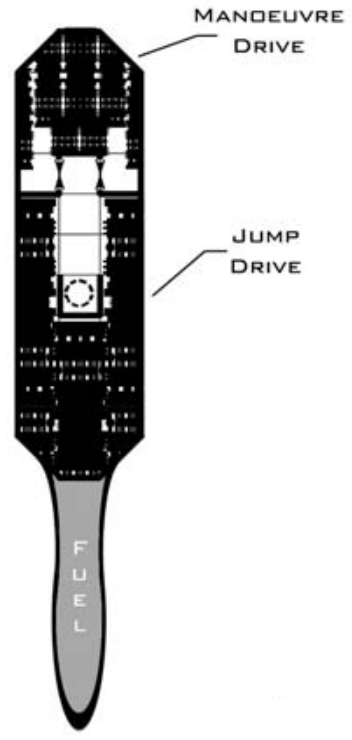
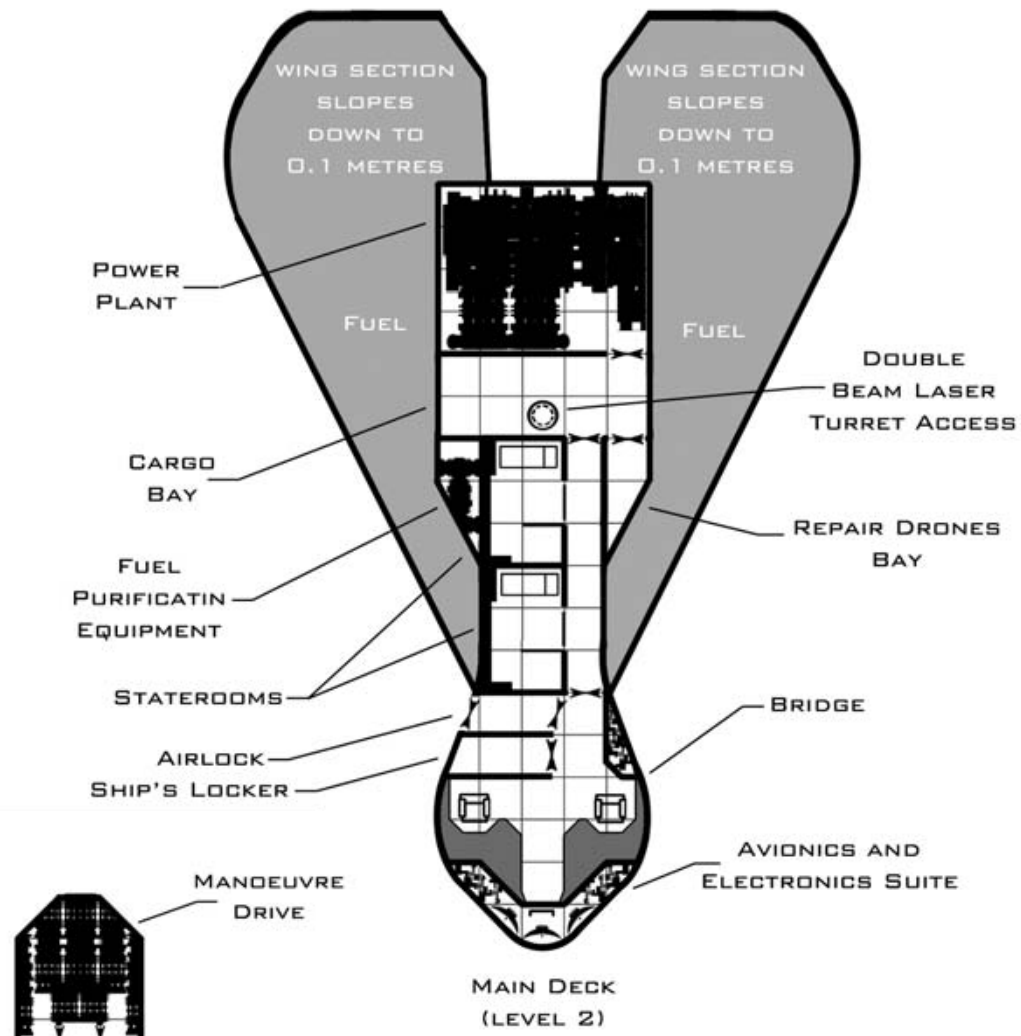
SPACECRAFT

The Space Corp has a range of spacecraft to protect Mega-City One and patrol the solar system. As part of the Interstellar Trade Protection Act, the Justice Department also has a responsibility to help protect against larger threats, with many of the larger ships deployed along the borders of their galactic enemies including the Klegg Empire, Lawlords and Xenos.

HUBBLE ATTACK SHIP

The Hubble Attack Ship is a long range attack craft. It is the most common interstellar vessel for the Space Corps and is primarily used to patrol the solar system, although it can travel to other star systems when required. The ship has a crew of two; one pilot and one gunner.

			Tons	Price (Cr.)
Hull	100 Tons	2 Hull	–	2,200,000
	Streamlined	2 Structure	–	–
Armour	Kylo Plating	6 Points	15	300,000
Jump Drive	A	Jump 2	10	10,000,000
Manoeuvre Drive	C	Thrust 6	5	12,000,000
Power Plant	C	Rating 6	10	24,000,000
Bridge			10	500,000
Computer	Model/2	Rating 10	–	160,000
Electronics	Basic Military	+0 DM	2	1,000,000
Weapons	Hardpoint #1	Double Turret (Beam Laser / Beam Laser)	1	2,500,000
Fuel	32 Tons	One jump-2 and four weeks of operation	32	–
Cargo	6 Tons		5	–
2 Staterooms			8	1,000,000
0 Low Berths			–	–
Extras	Fuel Scoops		–	–
	Fuel Processors	20 tons per day	1	50,000
	Ship's Locker		–	–
	Repair Drones		1	200,000
Software	Jump/2	Rating 10	–	200,000
	Manoeuvre/0		–	–
	Library/0		–	–
	Fire Control/2	Rating 10	–	4,000,000
Maintenance Cost (monthly)			–	4,358
Life Support Cost (monthly)			–	4,000
Total Tonnage & Cost			100	52,299,000



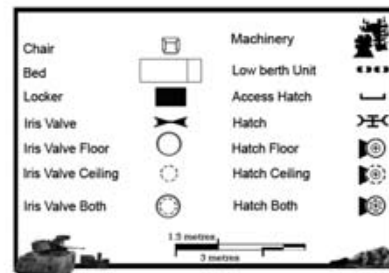
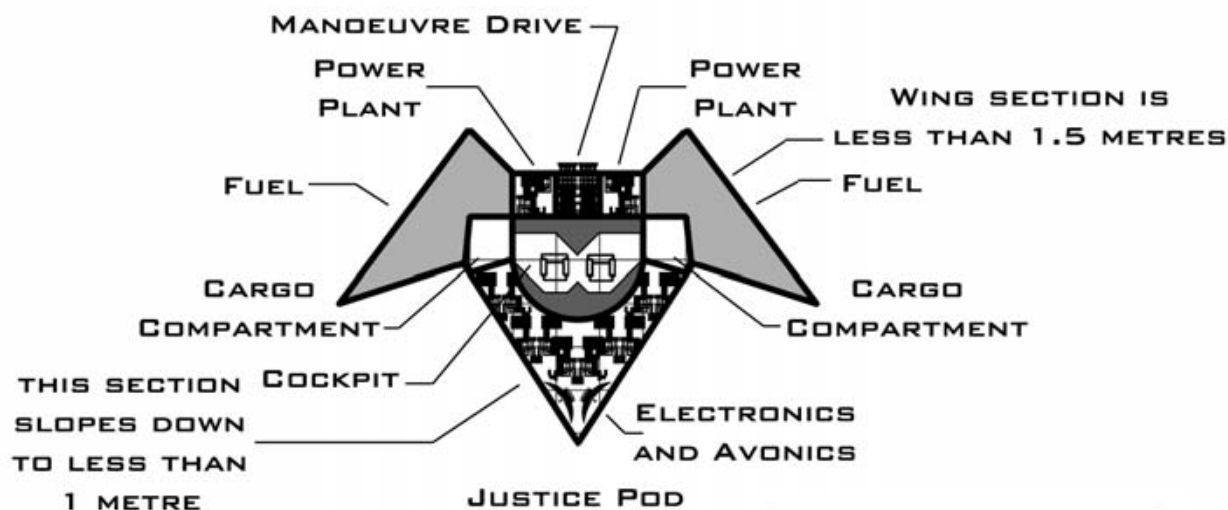
Chair		Machinery	
Bed		Low berth Unit	
Locker		Access Hatch	
Iris Valve		Hatch	
Iris Valve Floor		Hatch Floor	
Iris Valve Ceiling		Hatch Ceiling	
Iris Valve Both		Hatch Both	

1.5 metres
3 metres

JUSTICE POD

The Justice Pod is a small two-man shuttle. It was originally designed for the Justice 1 star cruiser but has since found use on numerous other starship designs. The Justice Pod has a crew of one with space for one co-pilot or passenger.

			Tons	Price (Cr.)
Hull	10 Tons	Hull 0	–	1,100,000
	Streamlined	Structure 1	–	–
	Radiation Shielding		–	2,500,000
	Heat Shielding		–	1,000,000
Armour	None		–	–
Manoeuvre Drive	sA	Thrust 2	0.5	1,000,000
Power Plant	sA	Rating 2	1.2	3,000,000
Bridge	Cockpit for 2		3	100,000
Computer	Model/1	Rating 5		30,000
Electronics	Basic Military	+0 DM	2	1,000,000
Weapons	None		–	–
Fuel	1 Ton	Two weeks of operation	3	–
Cargo	1.3 tons		1.3	–
Software	Evade/1	Rating 10	–	1,000,000
	Manoeuvre/0		–	–
	Library/0		–	–
Total Tonnage & Cost			10	10,730,000

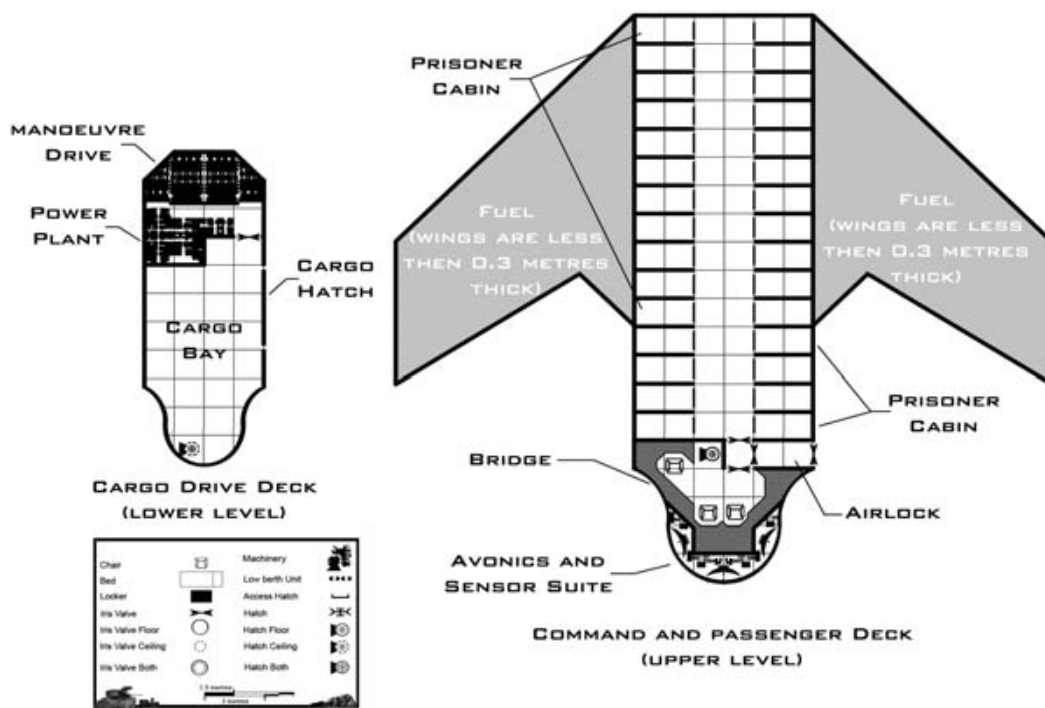


TITAN SHUTTLE

As its name suggests, the Titan Shuttle is used to transport prisoners to the penal colony on Titan. The Titan Shuttle is also used by the Justice Department for other duties such as system-wide troop deployment and cargo transportation but its role as a prisoner transport is its most common function and the reason for its name.

The Titan Shuttle has a crew of two; a pilot and co-pilot. It usually carries 20 to 24 prisoners, each secured in a cabin and between six and 10 security personnel.

			Tons	Price (Cr.)
Hull	80 Tons	Hull 1	–	1,980,000
	Streamlined	Structure 1	–	–
Armour	Kylo Plating	2 Points	4	90,000
Manoeuvre Drive	sG	Thrust 2	3.5	8,000,000
Power Plant	sG	Rating 2	3	6,000,000
Bridge	Control cabin for 2		6	400,000
Computer	Model/1	Rating 5	–	30,000
Electronics	Basic Military	+0 DM	2	1,000,000
Weapons	None		–	–
Fuel	3 Tons	Two weeks of operation	3	–
Cargo	12.5 tons		12.5	–
Extras	Cabin space for 30		45	–
	Airlock		1	200,000
Software	Evade/1	Rating 10	–	1,000,000
	Manoeuvre/0		–	–
	Library/0		–	–
Total Tonnage & Cost			35.7	18,700,000



JUSTICE DEPARTMENT ROBOTS

The Justice Department uses a range of robots to fulfil a variety of roles. Robots are usually used in place of Judge's for hazardous tasks or menial work that would otherwise waste a Judge's skill set.

AUDIT DROID

These small hovering droids are used extensively by Credit Squad Judges. Audit droids are able to interface with all conventional computer systems and using sophisticated accounting software the droid will analyse all financial data and track down any irregularities.

To perps engaged in embezzlement and fraud, the sight of an audit droid can be more terrifying than a war droid. For this reason audit droids are fitted with an electra zap gun, which is fired at anyone who attempts to tamper with the droid or interfere with its duties in any way.

ADMIN DROID

Size: S; Config: Humanoid-Hybrid (hover)
Str: 1 (-2), Dex: 7 (+0), End: 4 (-1), Will: 10 (+1)
Weapons: Electra Zap Gun
Armour: 1
Programming: Admin 2, Computers 2, Gun Combat 0, Law 1
Modifications: Memory Module
Personality Traits: Random, but often Grumbling or Sarcastic.

BOMB HOUND

As their name suggests, bomb hounds are robodogs that are used by Bomb Squads to seek and locate explosive devices. The bomb hound is fitted with a variety of olfactory, sonar and thermal imaging sensors capable of finding many types of bombs and explosives. The robot is also equipped with armour plating to help protect it from explosions and claws that can be used to uncover hidden or buried bombs.

Although bomb hounds are primarily used for finding explosives, they can also be used to sniff out perps and often assist Judges hunting down fugitives.

SENSOR ROBOT

Size: S; Config: Animal (4 legs)
Str: 6 (+0), Dex: 10 (+1), End: 6 (+0), Will: 5 (-1)
Weapons: Claws (1d6+2)
Armour: 5
Programming: Investigate 1, Melee 0, Sensors 2

Modifications: Armour
Personality Traits: Loyal, Obedient

FISH BOT

The FISH Bot (Fast Intelligent Surveillance Hydro Bot) was developed for the Atlantic Division to perform underwater surveillance. Designed to mimic the appearance and movements of a real fish, FISH Bots are deployed from MONK platforms to covertly patrol the borders for enemy vessels and activity.

SENSOR ROBOT

Size: VS; Config: Animal (0 legs)
Str: 1 (-2), Dex: 9 (+1), End: 3 (-1), Will: 6 (+0)
Weapons: None
Armour: 0
Programming: Sensors 2
Modifications: None
Personality Traits: None

GO-4 BOT

The GO-4 Bot is the Justice Department's general purpose servo-droid and are a common sight in every Sector House. They are versatile robots that can be used for a variety of menial tasks such as cleaning, driving, fetching, carrying and maintenance work.

SERVICE ROBOT

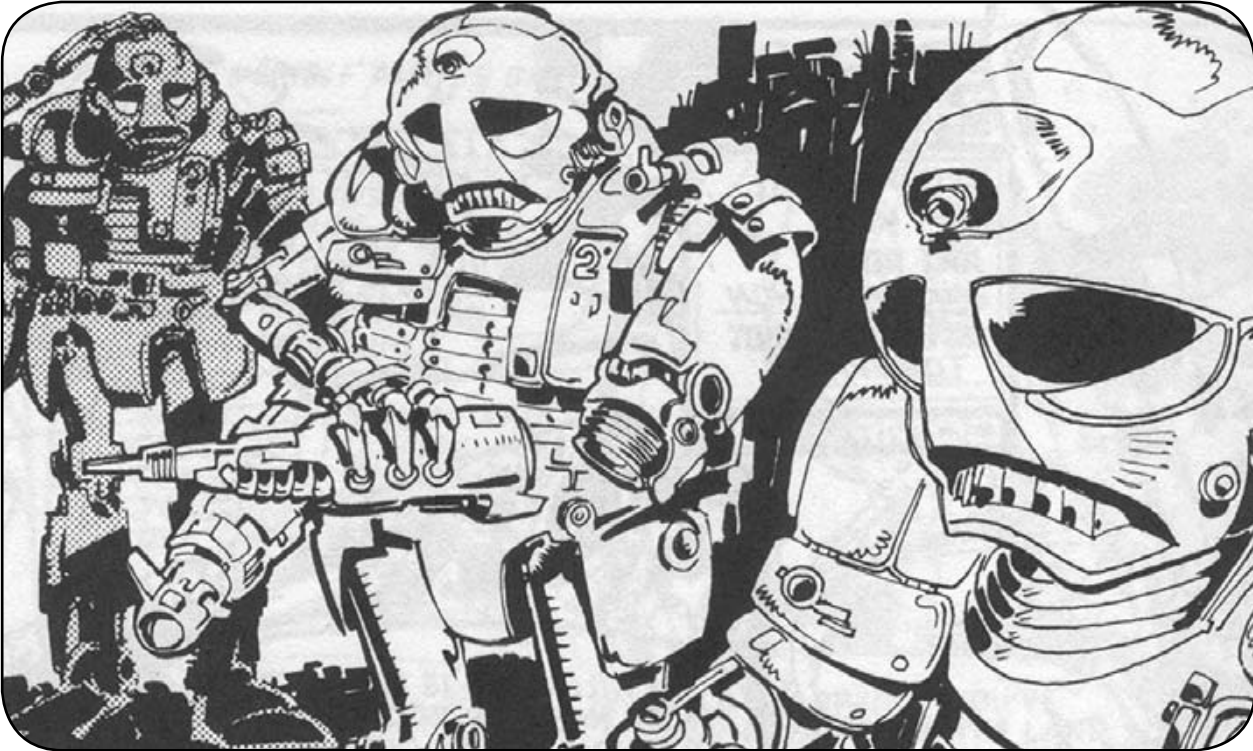
Size: M; Config: Humanoid
Str: 10 (+1), Dex: 8 (+0), End: 7 (+0), Will: 6 (+0)
Weapons: None but can use arms as improvised weapons to inflict Unarmed Attack damage of 1d6+1.
Armour: 2
Programming: Admin 0, Cleaning 1, Drive 0, Mechanic 1, Flyer 1, Steward 0
Modifications: Memory Module
Personality Traits: Compliant plus one other random trait.

GUNMEK

These battle droids are used in an infantry supporting role, often accompanying Heavy Weapons Squads. They are humanoid in shape and size, allowing the Gunmek to use any weapon a human is able to use. Gunmekes have little intelligence and must be commanded by a human if they are to be of any tactical advantage.

MEDIUM WAR DROID

Size: M; Config: Humanoid
Str: 10 (+1), Dex: 8 (+0), End: 8 (+0), Will: 8 (+0)
Weapons: Any assigned
Armour: 5
Programming: Drive 0, Flyer 0, Gun Combat (all weapon types) 2, Melee (all weapon types) 2, Pilot 0



Modifications: None

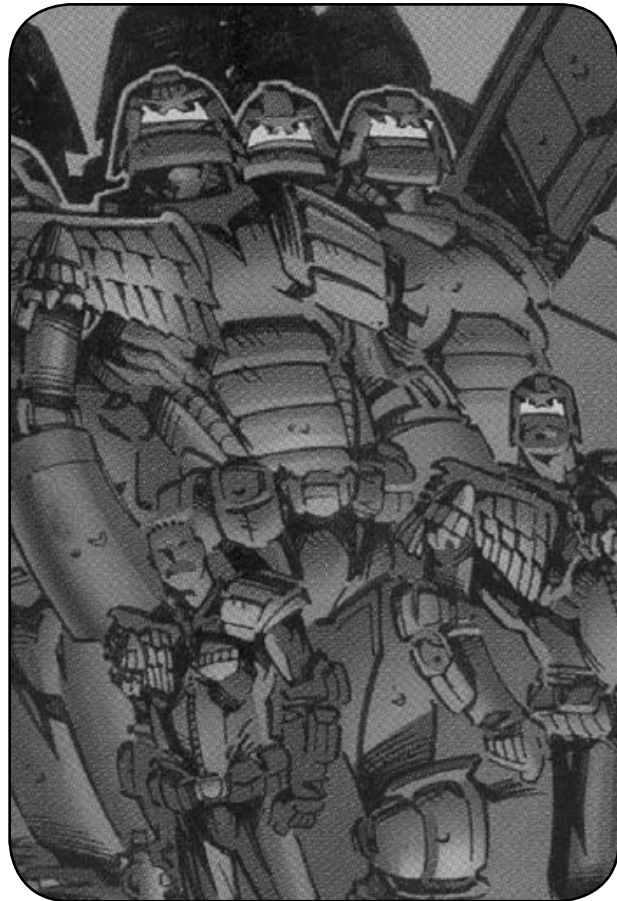
Personality Traits: Obedient plus one other random trait.

MECHANISMO

The Mechanismo Project began following several disasters in Mega-City One that resulted in the deaths of many Judges. The Mechanismo was designed to be a robot Judge and police the streets like its human counterparts. However, a number of glitches in the programming resulted in the loss of several lives and the project was abandoned. The Mechanismos that remained were reprogrammed and used in combat support roles, much like the Gunmekes.

Although the Mechanismo project was 'officially' shut down, it continued in secret until a year later when the Mk II Mechanismos were revealed. They were identical to the Mk I version but had a number of additional fail-safes and behavioural inhibitors. However, thanks to Judge Dredd these did not last long in their role as Judges and are now used by the Space Corps onboard spacecraft. A Mk IIa droid was also designed but this too had a short life before the Mechanismo Project was finally terminated.

The Mechanismo stands 3.5 metres high with a humanoid chassis. It is designed to emulate the appearance of human Judges, complete with insignia and helmet. The helmet incorporates a lie detector, pollution meter and voice analyser.



The Mechanismo has an array of devastating weaponry featuring the Judgementbringer cannon, which effectively an oversized Lawgiver but it is unable to fire Heat-Seeking or Ricochet rounds. Each index finger hides a small laser pistol and both hands are able to swing open to deploy cling-nets and Stumm gas rounds. Missile launchers are concealed inside each forearm with a direct link to the Mechanismo's software allowing it to guide the missiles flight.

MEDIUM WAR DROID

Size: L; Config: Humanoid

Str: 10 (+1), Dex: 10 (+1), End: 10 (+1), Will: 6 (-1)

Weapons: Judgementbringer cannon, 2 x Laser Pistol, 2 x Hi-Ex Missile Launchers, 2 x Cling-Nets, 4 x Stumm Gas Rounds

Armour: 6

Programming: Computers 0, Drive (Lawmaster) 2, Gun Combat (all weapon types) 2, Investigate 1, Law 2, Melee (unarmed) 1, Recon 1

Modifications: Armour, Memory Module

Personality Traits: Aggressive

RESCUE BOT SERIES 2

The Rescue Bot was designed for hazardous environments, able to go where it would be dangerous for humans. These robots are primarily used by Chemical Squads and Cleanup Squads at disaster and accident sites and are occasionally used by Bomb Squads. The robots perform a number of duties including survivor recovery, evidence retrieval, clearing wreckage and applying anti-contaminants. The Rescue Bot uses anti-grav technology allowing it to access areas that servo-droids and humans would have difficulty reaching.

The Series 1 Rescue Bot did not perform as well as expected, which resulted in a number of civilian casualties that would

have been avoided if the unit was working as designed. Tek Division went back to the drawing board and produced the Series 2 with higher intelligence and an improved personality. The sensors have also been updated to include advanced auditory, visual and thermal imaging systems.

SERVICE ROBOT

Size: M; Config: Humanoid-Hybrid (hover)

Str: 9 (+1), Dex: 8 (+0), End: 9 (+1), Will: 6 (+0)

Weapons: None but can use arms as improvised weapons to inflict Unarmed Attack damage of 1d6+1.

Armour: 3

Programming: Drive 0, Investigate 0, Medic 1, Sensors 2, Steward 0

Modifications: Armour

Personality Traits: Caring, Optimistic

WARBOT

The Warbot is the Justice Department's main battle droid. Its limited intelligence makes it little more than a mobile weapons platform but it provides heavy support for numerous ground forces such as Gunmek units and Heavy Weapons Squads. This large tracked robot has a street cannon built in to each arm and is only deployed for major disasters or large scale assaults.

LARGE WAR DROID

Size: L; Config: Humanoid-Hybrid (tracked)

Str: 8 (+0), Dex: 10 (+1), End: 10 (+1), Will: 7 (+0)

Weapons: 2 x Street Cannons

Armour: 8

Programming: Gun Combat (slug rifle) 3, Melee (unarmed) 1, Recon 0

Modifications: None

Personality Traits: Random

THE JUSTICE DEPARTMENT

This chapter expands on the information given in *Judge Dredd*, giving further details on the Justice Department divisions, additional backup units and resources. An extensive list of NPC statistics is also given for each type of standard and Specialised Judge available.

DIVISIONS

This section gives further information on some of the Justice Department divisions listed in *Judge Dredd*. Any division not detailed here is already covered in *Judge Dredd*.

ATLANTIC DIVISION

The Justice Department has laid claim to over one thousand miles east across the Black Atlantic, north as far as the tip of Greenland and south to the Caribbean Zone. The Atlantic Division was formed to patrol and manage this vast area and performs a number of duties from customs control at the Mega-City One docks to patrolling the seas and skies for pirates, smugglers and other threats. With so many duties, Atlantic Division is split into three main units; Harbour Squad, Black Sky Patrol and Ocean Patrol.

Characters may become Specialist Judges in any of these Atlantic Division units. For characters wishing to become Specialist Judges for Black Sky Patrol and Ocean Patrol, they must choose the Atlantic Patrol speciality in Chapter 2 on page 7. Harbour Squad Judges require a different skill set and consequently their own speciality as detailed on page 17.

The Harbour Squad polices the docks of Mega-City One and is primarily concerned with customs checks to prevent the smuggling of illegal goods in and out of the city. Perp running is also an ongoing concern and the Harbour Squad is responsible for preventing any such attempts. Most inbound vessels are assigned berths along the East Canal that runs parallel to the city wall, where they are inspected for contraband or other irregularities. Large ships unable to enter through the city's Watergates must anchor along Sea Port (formerly Long Island), where they are inspected by customs vessels.

The Harbour Squad is also responsible for performing basic medical scans on all foreign travellers arriving by sea and work with the Immigrations Division for any visitors seeking to become residents of Mega-City One. Other duties include patrolling the East Canal to monitor civilian water-goers

in their boats and jet-fins, or those foolish enough to go swimming in the toxic sludge that is the Black Atlantic.

As its name suggests, Black Sky Patrol is responsible for patrolling the skies above the Black Atlantic. It is comprised of 15 wings; 10 wings of long-range H-Wagons and five wings of A-Wagons that can operate in the air and underwater. Black Sky Patrol is primarily concerned with policing the major trade routes such as the Brit-Cit/MC-1, EEE/MC-1 and Pan-Af/MC-1 flight corridors. These trade routes are at risk to pirates who are based on sea fortresses that lie just beyond the jurisdiction of Mega-City One. Pirates will usually attack both ships and aircraft, forcing the latter into the sea by disabling their anti-grav drives and then proceeding to loot the vehicle before it sinks. Most pirates will kill all crew and passengers to avoid being identified when they are rescued and questioned by Judges.

Ocean Patrol performs a similar function to Black Sky Patrol but use water-based Gunboats to patrol the seas. Ocean Patrol works closely with their airborne counterparts to coordinate anti-pirate operations and will often rush to the aid of civilians whilst Black Sky Patrol uses its aerial advantage to disable the enemy vessels. Ocean Patrol gunboats are better equipped to board enemy vessels and are usually favoured for this task should other support vessels be present.

Ocean Patrol is also responsible for the Atlantic Division's underwater defences. FISH Bots and UUVs are deployed to perform underwater surveillance, predominantly along the borders of Mega-City One territory but also to explore the uncharted regions for anything that might benefit Mega-City One. A chain of MONK platforms are stationed along the Northwest Atlantic and Nova Scotia sea to provide protection from any underwater threat. There is also a permanent contingent of Judges based in Atlantis, the largest of the service plexes in the Trans-Atlantic Tunnel.

COVERT OPERATIONS ESTABLISHMENT (COE)

The Covert Operations Establishment is concerned with intelligence gathering pertaining to large scale threats against Mega-City One. It utilises its own intelligence gathering supplemented by data collected by the PSU. The COEs only official presence is the Data Collating Bureau (DCB), which is responsible for archiving data from the PSU and passing it on for analysis by experts within the COE.

The COE also has a foreign arm called GLOSTIN (GLOBAL Scientific and Technological Intelligence) operating under the cover of the Diplomatic Corps. GLOSTIN collects information relating to research and development of foreign military systems and other potential threats. GLOSTIN is subdivided into two sections, C-Intell and Sci-Intell. C-Intell (Counter Intelligence) deals with intelligence relating to foreign assassination, espionage and sabotage. Sci-Intell (Scientific Intelligence) deals exclusively with obtaining data on new weapons and threats from existing or potential enemies of Mega-City One.

GLOSTIN uses three methods to gather intelligence; undercover agents, simulacrum and spysats. Undercover agents and simulacrum infiltrate foreign governments and organisations to obtain research and tactical data. Simulacrum are advanced androids designed to blend in with foreign peoples and cultures; their true nature is only detectable by a detailed medical examination and they operate as 'sleeper' agents until they are activated to gather intelligence. Once activated, simulacrum will relentlessly pursue their objective until it is completed, usually to assassinate individuals or sabotage facilities of strategic importance.

Spysats form the basis of the COE communication network, relaying communications and multimedia data from undercover agents back to the COE headquarters. Spysats are controlled by StratoSat stations and come in two varieties; the Global Reconnaissance Satellite is a low intensity data gatherer and communications relay, and the Covert Ultrascan is a low orbital satellite capable of obtaining high definition Tri-D representations of surface structures and can even record data through walls and structures.

IMMIGRATION DIVISION

The Immigration Division is responsible for deciding who is eligible to become a Mega-City One citizen and who is refused entry. The main requirements for citizenship are known as the 'Big HW' – Health and Wealth. Anyone with poor mental or physical health is deemed to be a drain on resources and denied citizenship. Immigrants must also be able to prove that they are capable of supporting themselves and their family (if applicable). Particularly wealthy individuals with health problems are usually granted citizenship on the basis that they can afford their own healthcare. Individuals coming to Mega-City One in the hope of free handouts expecting to live off welfare benefits are denied even a preliminary interview.

There are certain exceptions to these conditions under the Saville Convention, which allows entry for refugees and asylum seekers who are fleeing hostile territories and poverty-stricken areas. This has resulted in a continuous

stream of refugees, particularly from South America, hoping to start a new life in Mega-City One.

Any mutant refugees contravening the Genetic Purity Act are automatically refused entry and are denied even an initial interview. In some cases mutants need to undergo a series of medical tests to see if they meet the necessary requirements. All information on mutants is passed to Mutant Control to aid in their investigations and to keep track of anyone attempting to gain unauthorised access to Mega-City One. This policy was briefly reversed under former Chief Judge Hershey, with many mutant exiles allowed to return to the place of their birth. However with a new administration under Chief Judge Francisco once again the barriers to entry are in place and mutants already in the city are being 'encouraged' to leave again using draconian legislation.

The Immigration Division comprises of three additional subdivisions; the Alien Bureau, Emigration Bureau and Mutant Control, each dealing with specific areas of citizenship.

The Alien Bureau performs a similar function to the Immigration Division but deals with all applications made by extraterrestrials. Granting citizenship to non-human species is a complex and time-consuming process; Records must be obtained from their homeworld and feasibility studies are conducted to ascertain the compatibility of the species with humans. The Big HW also applies here, although assessing the health of new aliens can be difficult without medical details of the species' biology and psychology.

Those aliens that are granted citizenship are assigned an Alien Welfare Officer who monitor all new alien citizens for a period of six months. The AWO is there to provide support and guidance, as well as ensuring that alien citizens adhere to previously defined behavioural protocols.

The Emigration Bureau is responsible for processing applications by those citizens wishing to leave Mega-City One to brave the Cursed Earth or start a new life elsewhere beyond the city walls. Citizens wealthy enough to emigrate to other mega-cities are encouraged to do so and are often given additional financial incentive to help alleviate the overpopulated city. The Emigration Bureau is also tasked to find and remove illegal immigrants, these are usually the Neverwheres who live in the shantytowns with the homeless and destitute elements of Mega-City One.

Mutant Control is concerned with the removal of mutants from the city to the new Cursed Earth townships under Justice Department control. Judges in this unit spend their time following leads and hunting illegal mutants. Once illegal mutants are apprehended, they are returned to the Cursed Earth. Mutant Control also has the authority to remove citizens

that manifest mutations that contravene the Genetic Purity Act, even if they were previously shown to be genetically sound. Mutant Control is often called in by the Emigration Bureau if muties are found during their investigations and both units will often work together to evict the unwanted and illegal immigrants from the city.

PERSONNEL DIVISION

Every Sector House has its own Personnel Division that is responsible for the motivation, efficiency and welfare of all Judges in Mega-City One. It develops numerous programs and proposals to achieve these goals in a continual effort to improve the lives and productivity of the Judges.



Other duties that fall under the purview of the Personnel Division cover a range of administrative tasks such as delegating assignments, maintaining personnel records, affecting personnel transfers, processing requests for extended leaves of absence and adjudicating internal disputes, often with the Sector Chief's assistance. The Personnel Division also has the vital task of managing internal multimedia and information distribution services on a daily basis. This includes organising daily briefings, general orders, legal bulletins and department postings. All of this information is archived within Central Records (see page 84).

The Personnel Division also has a number of units dedicated to dealing with the citizens of mega-City One and providing public services. The Broadcasting Unit runs the Judge Pal Fan-Club (where juves can inform on their elders) and the Judge Young Show (a topical vid-in for citizens and guest Judges). The Community Relations Unit liaises with block assemblies (see *Judge Dredd* page 157) and business organisations to develop a mutual understanding between all parties. The Lost and Found section safely stores property discovered during street patrols and evidence from crime scenes, which can be collected with some reasonable proof of ownership. The School Safety Unit sends Judges to schools to educate children on the consequences of breaking the Law.

A small and largely unknown unit also exists within the Personnel Division nicknamed the Public Deception Unit.

This small group is called upon when the Justice Department needs to feed false information to the citizens of Mega-City One. The goals of such misinformation can be anything from preserving the social order to counteracting anti-judge propaganda. When the services of the Public Deception Unit are required, its agents fabricate multimedia broadcasts that are supported by paid actors and Wally Squad operatives to make them as convincing as possible.

SPACE CORPS

In essence, the Space Corps is an intergalactic navy with a number of ships at its disposal. However, it is much more than a military organisation and has numerous responsibilities covering a broad range of duties, skill sets and worlds.

One of the Space Corps' primary duties is the defence of Mega-City One and its offworld colonies from alien invasions and enemy governments. The system defence fleet operates throughout the solar system, ever watchful for would-be invaders. The fleet consists of a variety of spacecraft from patrol ships to large battle cruisers. This fleet is comprised of Justice Department vessels and but often cooperates with those from other governments who signed the Interstellar Trade Protection Act (ITPA); Brit-Cit, Midgard, elements of the EEE, East-Meg Two and Oz.

Orbiting Earth and all offworld colonies, the Space Corps oversees customs duties, inspecting inbound ships for contraband and restricted goods before they are granted permission to land at the space ports. Ships from all signatories of the ITPA are also deployed along the major interstellar trade routes to combat space piracy and can call on the system defence fleet for backup against large raiding groups. Patrol ships usually contain boarding parties to apprehend pirates and suspected perps.



The Space Corps is also responsible for transporting prisoners to the penal colony on Titan (known as the 'Titan Run'). Prisoners are transported in Titan Shuttles and will usually have at least one escort ship or more if there is a risk of attack by associates of notorious perps onboard the transport shuttle.

Other duties of the Space Corps include policing the space stations within Mega-City One's jurisdiction and maintaining the spysat and StratoSat networks under the banner of Satcom. Satcom operates from Stratosat One, the largest of the Justice Department space stations locked in geostationary orbit over the North American heartlands. It monitors the activities of the Mega-City One satellite networks, collating tactical information on enemy city-states supplied by COE agents. Enemy satellites are also monitored closely for any activity that could signal a potential threat.

Long range communications sent from outlying Space Corps facilities to Earth are relayed through Stratosat One to Space Corps command in Mega-City One. Stratosat One also maintains and commands the system defence fleet.

STREET DIVISION

The Street Division is the largest organisation within the Justice Department and oversees numerous specialist squads as well as the standard Street Judges. Street Division is divided into two categories of personnel, Street Judges and Station Judges. Street Judges are self-explanatory and covered in detail from page 65 of *Judge Dredd*.

Most Station Judges are part of Accounts Division and Personnel Division, providing the information and resources necessary for the Street Judges to do their jobs. Station Judges also form much of the command hierarchy (see below).

STREET DIVISION RANKS

- Divisional Chief
- Regional Commander
- Deputy Regional Commander
- Sector Chief
- Deputy Sector Chief
- Watch Commander
- Tac Group Commander
- Street Judge

UNDERCOVER DIVISION

Although the high visibility of the Street Judges is enough to deter most would-be criminals, organised crime and corruption often requires a different approach, one that can only be achieved by using undercover Judges. The

Undercover Division (also known as the Wally Squad) is responsible for all undercover operations undertaken by its operatives.

The transition from Street Judge to undercover agent requires extensive training. Most Judges have little experience of civilian life – they enter the Academy of Law at the age of five and live a world apart from civilians, only ever seeing them from their own rigid perception. In order for a Judge to blend in seamlessly with the citizens and the criminal underworld of Mega-City One, Wally Squad trainees must learn a new way of life at a special training facility in Rat Town.

Rat Town in Sector 76 is home to the Wally Squad headquarters, which has the second largest Justice Department training facility after the Academy of Law. It is here that the Judges learn about social interaction and the culture of Mega-City One, as well as how to look 'normal'. Many Judges have difficulty with the latter lessons as their Judge training makes them ever alert and combat-ready – such manner and posture stands out in a crowd of civilians and Wally Squad Judges must overcome this if they are to blend in.

Wally Squad undercover assignments vary in complexity and time with many lasting for months or even years, depending on the organisation the Judge is attempting to infiltrate. Wally Squad Judges ('Wallys') also have to be prepared to encounter Street Judges – in these situations the undercover operative must maintain their cover whilst deterring or distracting the Street Judge before the mission is endangered.

However, the main concern for every wally is that of discovery by the group he is attempting to infiltrate. This is made more difficult by the requirement to maintain regular contact with the Wally's liaison - who might be a Street Judge or another Wally – without drawing any unwanted attention or suspicion. The liaison plays an important role, not only to update the Justice Department with the Wally's progress and intelligence gained, but to give updated orders to the operative when necessary.

Working undercover can be very difficult and stressful, with many Wally Squad Judges developing psychological complications from the deceptions and tasks they must carry out to succeed in their missions. For this reason, Wallys will usually be rotated back to regular street duty between undercover assignments.

There is also the danger that a Wally might go native, abandoning his judicial ethics and joining with the very people he was assigned to apprehend. This is often motivated by misplaced loyalty from spending too much time in the company of criminals and building friendships. When the time

comes to apprehend the perps, the Judge is unable to finally betray them. Other Judges are seduced by the decadent lifestyle enjoyed by many criminals or are welcomed into 'the family', gaining the rewards and power offered by such organisations. Renegade Wallys are hunted down by other operatives who are ordered to bring the renegade back alive, allowing their underworld knowledge to be retrieved.

BACKUP UNITS

The Justice Department has numerous backup units available to Judges who need them. This section details additional backup units to those listed in *Judge Dredd*. Most of the specialist squads listed in Chapter 2 can be called as backup, as well as many of the vehicles introduced in this book and in *Judge Dredd*. NPC statistics for backup unit members can be found later in this chapter on page 87.

Judges should carefully consider their circumstances before calling for backup and when they do the type of backup requested should be relevant to the situation. Calling for heavy vehicles when a small squad would suffice is a waste of resources and Judges will usually be disciplined if they constantly make such poor tactical decisions and wasting resources.

A-WAGON

A-Wagons patrol the Black Atlantic, both above and below the ocean. Any Judge in Atlantic Division may request an A-Wagon to provide support or to chase perps who attempt to escape by air or water. A-Wagons usually carry at least four Judges trained in boarding tactics.

BOMB SQUAD

Bomb Squads are the first port of call whenever a bomb or potential explosive device is discovered. Response time is essential and Sector Houses with their own dedicated Bomb Squad will usually dispatch a team within 1d6+3 minutes. Bomb Squads called in from other sectors will arrive in 2d6+3 minutes.

The unit usually comprises of two to four Bomb Squad Judges, one bomb hound and two Utility ROVs. Transportation varies depending on availability and accessibility to the bomb site but will usually be a Pat Wagon or Law Pod configured to carry a bomb containment unit.

CREDIT SQUAD

The Credit Squad are typically called in as backup by Street Judges who suspect perps of fraud, embezzlement, racketeering and other financial irregularities. Citizens with wealth of property that exceeds their income or welfare payments are prime suspects. A Credit Squad typically consists of two Acc-Judges and one audit droid. Acc-Judges

also have the authority to make spot audits on any citizen.

DEMOLITIONS UNIT

Although many Heavy Weapons Squads have a demolitions expert in the team, specialised demolition units also exist for situations where Judges need to gain access to fortified areas where a controlled explosive is the most efficient way of breaching the defences. This can be anything from a safe to a criminal hideout or barricaded building. A demolitions unit usually comprises of two Judges and a range of explosive devices.

GUNBIRD

The Gunbird is an air-support vehicle. It is smaller and faster than an H-Wagon with greater fire-power at the expense of less armour. A Gunbird may be requested for backup in situations where heavy fire-power and speed is essential for chasing enemy vehicles, or providing ground support against heavily armed defences. However, availability is limited and these vehicles should only be considered in severe circumstances – calling for a Gunbird when an H-Wagon or even a ground-based unit would suffice can result in disciplinary action.

H-WAGON

H-Wagons patrol the skies above Mega-City One and can be called upon by Street Judges who require heavy fire-power or to catch perps who have taken to the air or to provide ground support. An H-Wagon will typically have four Street Judges ready for action and can pick up the Judge or unit requesting it en route if required.

HEAVY WEAPONS SQUAD

These tac-response units can deal with most situations that require additional fire-power and should always be considered before Judges request tanks or other armed vehicles. Heavy Weapons Squads come in different configurations but usually comprise of an H-Wagon with 1d6 Judges (not including the vehicle crew). Smaller squads will typically be supplemented by 1d3 gunmeks, or warbots if the situation demands heavier fire-power. Some squads use Lawmasters for transportation to provide greater mobility and accessibility. The Judges are primarily riflemen with one or two taking a supporting role as artillerymen, demolitions experts or long-gunners.

K-UNIT

K-Unit comprises of elite Psi Judges trained in the use of offensive and defensive powers. They are only ever called upon to combat major threats to Mega-City One or powerful psionic enemies. Authorisation can only be granted by high-ranking Judges within Psi Division or by the Sector or Deputy Sector Chief. A K-Unit team can vary in size, depending on the situation and availability of Psi Judges but will usually number two or more.

LONG-GUNNER

Long-gunners are specialists within the Heavy Weapons Squad or trained Street Judges. They are able to take out enemies with precision over great distances. A long-gunner may be requested anytime their skills are needed such as hostage situations or enemy snipers. Long-gunner backup will typically consist of one or two snipers armed with Dead Shot sniper rifles or Long Guns for extreme range shots.

MANTA PROWL TANK

The Manta Prowl tank is another high-end backup unit, primarily used for dealing with large numbers of perps and crowds where holding facilities are required in addition to heavy fire-power. Manta's are often requested alongside Riot Wagons when Judges are dealing with angry mobs and large crowds. The presence of these tanks is often enough to quell many violent citizens.



MUTANT CONTROL

Mutant Control conducts its own investigations and are always looking for illegal mutants in Mega-City One. However, Street Judges often discover muties during routine investigations or require the expertise of Mutant Control to check, investigate and apprehend suspected mutant criminals. A Mutant Control team consists of one to six Judges.

OMNI TANK

These powerful battle tanks are often deployed alongside Heavy Weapons Squads when additional fire-power is needed but can be requested as a single backup unit if required. Omni Tanks are much slower than other ground vehicles and tend to be deployed when speed is less critical. During emergency situations, Omni Tanks can also be deployed by HH-Wagons.

PEST CONTROL

Pest Control is a civilian unit attached to the Justice Department, specialising in the elimination and extermination

of a variety of urban pests, from cockroaches and gribblings to sewer-gators. A Pest Control squad normally comprises of two pest control workers and three servo-droids. Transportation is usually via Pat Wagons or Law Pods.

PSYKER-UNIT

Street Judges may request these specialists when dealing with known psykers (individuals who use their psionic abilities for illegal activities) or anyone displaying psionic talents. Psyker-Unit tracks many known psykers and are usually aware of their abilities and known associates. Psyker-Unit squads comprise of one to three Psi Judges.

PURSUIT SQUAD

Pursuit Squad Judges are highly skilled drivers trained for high-speed chases in their Banshee Pursuit Interceptors. Banshees can outrun any civilian ground vehicle and are operated by a single driver but can also have one passenger to provide support or operate the Banshee's tractor gun to apprehend the target vehicle.

RESOURCES

The Justice Department has a number of other resources available to Judges and supporting staff. All Judges are familiar with the resources listed here and will encounter most on a regular basis.

CENTRAL RECORDS

Central Records is part of the Grand Hall of Justice and is the only part of MAC (Macro-Analysis Computer) that is managed by humans. It is here that all data relevant to Justice Department operations is collated and organised before they are submitted into the MAC database. Data from the PSU is also filtered through Central Records but restricted information such as that from the COE or SJS is routed to an encrypted area of the MAC database.

Central Records are linked via MAC to Barney, the City Hall computer. This enables a limited amount of data to become available to authorised agencies outside of the Justice Department through a system called Justice Interactive. The information available through Justice Interactive is organised into the following categories: Stolen Property, Criminal Records and Public Inquiry & Request.

Citizens are only able to access a small amount of the MAC database, enough to satisfy legitimate requests into any recent dealings with the Justice Department they might have. Justice Interactive allows citizens to access MAC from their home computers and also instructs them on how to file complaints or pass on information that may be of interest to the Justice Department and the Judges.

DETAINMENT FACILITIES

With such high crime rates in Mega-City One, the Justice Department has developed numerous methods and procedures for detaining millions of suspects and convicted criminals. From temporary holding and questioning facilities to long term containment, the Justice Department has detention facilities for just about any occasion.

When a Judge first makes an arrest, the individual is booked into the local Sector House and logged into the MAC database. If the suspect needs to be questioned about his offence or associates, he is placed in an interrogation cube (see below) and assigned a Judge to perform the interrogation, otherwise the perp is convicted and sent to a holding cell to await transport to one of the many Iso Blocks (see below) where the perp serves his sentence in an iso-cube.

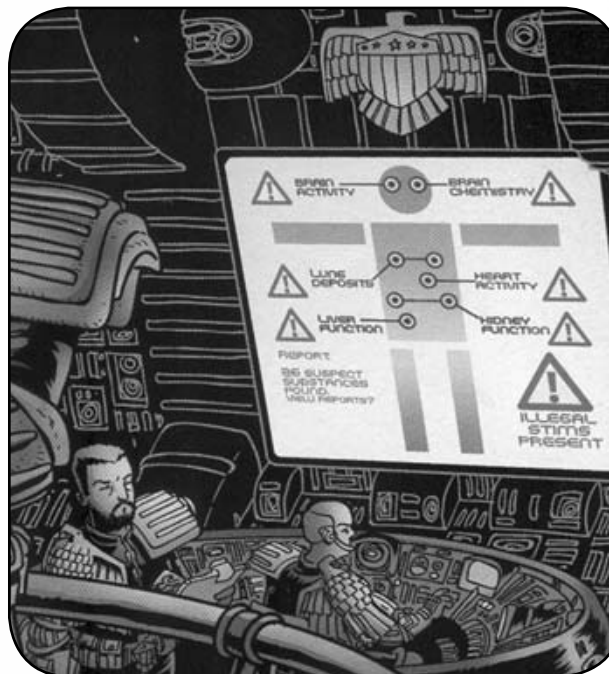
Juvenile offenders are held in juve cubes that are much like iso-cubes but located in rehab centres where young offenders are subject to community service and social readjustment programs. Following a successful period in these rehab centres, convicted juves are returned to society in the hope that they will not repeat their crimes.

Perps with suspected mental illness or psychological disorders are detained in psycho-cubes where they are examined and assessed by Med Judges. Depending on the nature and severity of the problem, some mentally disturbed perps can be treated medically for their condition and return to society after a series of treatments and medications. Individuals with conditions that cannot be effectively treated serve the mandatory prison sentence in an iso-cube and undergo regular psychiatric observation.

Convicted criminals with psionic abilities are transferred immediately to Psi Division where they are detained in special psi-cubes. These are similar to standard iso-cubes but are built from a material called 'psibrick', which can block or suppress most psionic talents and powers. Any psionic contained in a psy-cube suffers a -10 penalty to all psionic talent rolls.

INTERROGATION CUBES

Interrogation cubes (also called 'shakedown cubes') are specially designed to aid a Judge during interrogations by using a number of physical and psychological techniques to help break the subject's willpower. The cube itself is a four by four metre room with black walls. A metal high-backed chair dominates the centre of the room and is illuminated by bright spotlights. The subject is strapped into the chair and hooked up to a lie detector, which is based on the same technology as the Birdie carried by Judges.



The perp is then subjected to a short period of isolation where low-frequency sound emitters and tranq gas erodes the target's willpower. Once the subject is in a weakened state the interrogation Judge – usually the Judge that arrested the perp – enters to begin the questioning. The Judge is assisted by a Tek Judge who monitors the lie detector results and a Med Judge is always on standby in case the subject suffers any health problems as a result of the interrogation.

Individuals subjected to the interrogation cube must roll End 12+. The degree of failure or success as indicated by the Effect (*Traveller Core Rulebook* page 50) determines the DM to all subsequent Interrogation rolls made by the Judge as follows:

Result	Interrogation DM
Success	+1
Marginal Failure	+2
Average Failure	+3
Exceptional Failure	+4

ISO BLOCKS

Iso Blocks are similar in appearance to most Sector Houses but contain thousands of iso-cubes. Iso Blocks have anywhere from 50 to 100 levels, each filled with rows of iso-cubes. Floor-level cubes house the low-risk offenders such as jaywalkers, anti-social personalities, tax evaders and the like. Sitting above these are additional levels containing the high-risk offenders such as murderers and terrorists.

The basement level contains huge power generators that run independently from the city's power grid and provide all the

necessary power for heating, lighting and air conditioning. The generators are also linked to the door locking mechanisms that control every door within the building including those on the iso-cubes.

The upper levels house all the facilities for the day to day running of the Iso Block and amenities for the staff including the control room, med-bay, armoury and staff quarters. The control room has a direct communications link to the local Sector House in case a break-out or riot occurs and backup is required.

Prisoners are allowed out of their cells for exercise periods in the yard. Low-risk offenders also get limited recreational privileges and are allowed short monthly visits from family and friends. All inmates are closely monitored by Iso-Warders armed with electro-prod and Pacifier riot guns.

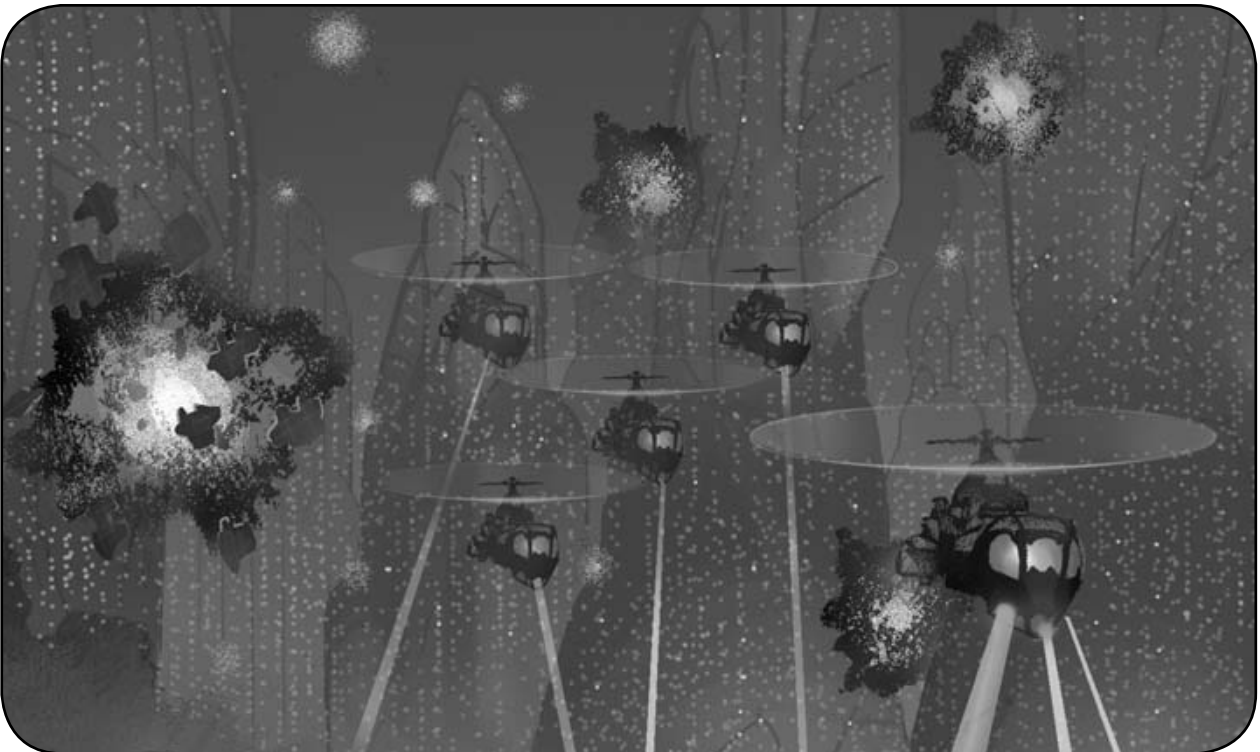
Additional security is provided by Autoguns fixed above the building's main entrances to prevent unauthorised access and escape. Peterson High Intensity Laser Cannons are mounted on the roof to prevent rescue attempts from associates of the prisoners.

DREAM POLICE

The Dream Police are a specialised unit in Med Division who are able to obtain criminal evidence from individuals using a sophisticated device called a 'dream machine'. Shaped like a cylindrical coffin, this expensive device induces Rapid Eye Movement (REM) sleep, which is the stage of sleep when dreams occur. The dream machine cannot control or influence the subject's dream, it can only process the data into images and record them to be interpreted by a Dream Judge, who can analyse the dreams for any information relevant to ongoing investigations.

TEK-BAYS

Every Sector House has a number of tek-bays that perform various functions. Vehicle garages always have at least one workshop area where Tek Judges maintain the vehicles, weapons and other equipment belonging to the Sector House. Each Sector House will also have at least one laboratory devoted to forensics allowing evidence to be analysed and DNA samples used to identify registered citizens. Many Sector Houses also have additional tek-bays for research and development.



SAMPLE NPCs

This section lists example statistics for all types of Judge. The four standard Judge types from *Judge Dredd* are listed first, followed by the specialist Judges introduced in *Judges' Handbook*.

STREET JUDGE

Street Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 20–23	Street Division	8 (+0)	9 (+1)	9 (+1)	6 (+0)	7 (+0)	9 (+1)
Skills: Athletics (co-ordination) 1, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 2, Law 3, Mega-City One Geography 1, Investigate 1, Melee (bludgeon) 1, Melee (unarmed combat) 1, Street Perception 3, Survival 2.							
Special Techniques: Combat Acuity, Dead Halt							
Specialist Equipment: None							

MED JUDGE

Med Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 20–23	Med Division	7 (+0)	8 (+0)	8 (+0)	9 (+1)	9 (+1)	7 (+0)
Skills: Athletics (endurance) 1, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 1, Law 1, Life Sciences (any) 1, Life Sciences (biology) 1, Mega-City One Geography 1, Medic 3, Melee (unarmed combat) 1, Street Perception 1, Persuade 1, Social Sciences (psychology) 1, Streetwise 1, Survival 1.							
Special Techniques: Life Saver, Rapid Diagnosis							
Specialist Equipment: None							

PSI JUDGE

Psi Judge	Division	Str	Dex	End	Int	Edu	Inf	Psi
Age 20–23	Psi Division	8 (+0)	7 (+0)	7 (+0)	7 (+0)	8 (+0)	9 (+1)	10 (+1)
Skills: Athletics (endurance) 1, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 1, Law 1, Mega-City One Geography 1, Melee (unarmed combat) 1, Psionic Talent (energy kinesis) 2, Psionic Talent (telekinesis) 2, Psionic Talent (personal enhancement) 1, Street Perception 1, Survival 1.								
Special Techniques: Enhanced Power (electrokinesis), Inner Strength (Str)								
Specialist Equipment: None								

TEK JUDGE

Tek Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 20–23	Tek Division	7 (+0)	7 (+0)	7 (+0)	10 (+1)	9 (+1)	8 (+0)
Skills: Athletics (strength) 1, Combat Engineering 1, Computers 1, Drive (Lawmaster) 1, Engineer (electronics) 1, Gun Combat (Lawgiver) 1, Jack of all Trades 1, Law 1, Mechanic 2, Mega-City One Geography 1, Melee (unarmed combat) 1, Remote Operations 1, Science (electronics) 1, Street Perception 1, Survival 1.							
Special Techniques: Jerry-Rig, Rapid Assessment							
Specialist Equipment: Modular Repair Kit							

BOMB SQUAD JUDGE

Tek Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 25+	Tek Division	7 (+0)	7 (+0)	8 (+0)	10 (+1)	9 (+1)	8 (+0)
Skills: Athletics (strength) 1, Combat Engineering 1, Computers 1, Drive (Lawmaster) 1, Engineer (electronics) 2, Explosives 2, Gun Combat (Lawgiver) 1, Investigate 1, Jack of all Trades 1, Law 1, Mechanic 1, Mega-City One Geography 1, Melee (unarmed combat) 1, Remote Operations 1, Science (physics) 1, Street Perception 1, Survival 1.							
Special Techniques: Bomb Disposal, Jerry-Rig, Steady Hand							
Specialist Equipment: Blast Suit (12)							

COE JUDGE

Street Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 25+	COE	7 (+0)	9 (+1)	8 (+0)	9 (+1)	8 (+0)	8 (+0)

Skills: Athletics (co-ordination) 2, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 2, Law 3, Mega-City One Geography 1, Investigate 1, Melee (bludgeon) 1, Melee (unarmed combat) 1, Stealth 2, Street Perception 2, Survival 2.

Special Techniques: Combat Acuity, Security Systems, Sixth Sense

Specialist Equipment: Computer Security Card

CREDIT SQUAD JUDGE

Street Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 25+	Accounts Division	6 (+0)	7 (+0)	7 (+0)	10 (+1)	9 (+1)	9 (+1)

Skills: Admin 2, Athletics (endurance) 1, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 2, Investigate 1, Law 3, Mega-City One Geography 2, Melee (bludgeon) 1, Melee (unarmed combat) 1, Street Perception 2, Survival 2.

Special Techniques: Analysis, Data Access, Perp Sense

Specialist Equipment: Computer Security Card

HARBOUR SQUAD JUDGE

Street Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 25+	Atlantic Division	8 (+0)	9 (+1)	7 (+0)	9 (+1)	8 (+0)	8 (+0)

Skills: Athletics (co-ordination) 2, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 2, Law 3, Mega-City One Geography 1, Investigate 2, Melee (bludgeon) 1, Melee (unarmed combat) 1, Persuade 1, Sensors 1, Street Perception 2, Survival 2.

Special Techniques: Data Access, Evaluate, Perp Sense

Specialist Equipment: None

HEAVY WEAPONS JUDGE - ARTILLERYMAN

Street Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 25+	Street Division	9 (+1)	10 (+1)	9 (+1)	6 (+0)	7 (+0)	8 (+0)

Skills: Athletics (co-ordination) 1, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 3, Heavy Weapons (launchers) 2, Heavy Weapons (field artillery) 1, Law 3, Leadership 1, Mega-City One Geography 1, Melee (bludgeon) 1, Melee (unarmed combat) 1, Street Perception 2, Survival 2, Tactics 1.

Special Techniques: Artillery Specialist, Combat Acuity, Recovery

Specialist Equipment: Heavy Weapons Armour (8), Missile Launcher (by missile)

HEAVY WEAPONS JUDGE - DEMOLITIONS

Tek Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 25+	Street Division	8 (+0)	9 (+1)	8 (+0)	9 (+1)	7 (+0)	8 (+0)

Skills: Athletics (strength) 1, Combat Engineering 1, Computers 1, Drive (Lawmaster) 1, Engineer (electronics) 2, Explosives 2, Gun Combat (Lawgiver) 3, Investigate 1, Jack of all Trades 1, Law 1, Mechanic 1, Mega-City One Geography 1, Melee (unarmed combat) 1, Remote Operations 1, Science (physics) 1, Street Perception 1, Survival 1.

Special Techniques: Demolitions, Combat Acuity, Steady Hand

Specialist Equipment: Heavy Weapons Armour (8), Modular Repair Kit

HEAVY WEAPONS JUDGE - LONG-GUNNER

Street Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 25+	Street Division	8 (+0)	10 (+1)	8 (+0)	9 (+1)	7 (+0)	7 (+0)

Skills: Athletics (co-ordination) 1, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 4, Law 3, Leadership 1, Mega-City One Geography 1, Melee (bludgeon) 1, Melee (unarmed combat) 1, Stealth 2, Street Perception 2, Survival 2, Tactics 1.

Special Techniques: Sniper, Combat Acuity, Rapid Aim

Specialist Equipment: Heavy Weapons Armour (8), Dead Shot (4d6+4)

HEAVY WEAPONS JUDGE – RIFLEMAN

Street Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 25+	Street Division	9 (+1)	10 (+1)	9 (+1)	6 (+0)	7 (+0)	8 (+0)

Skills: Athletics (co-ordination) 1, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 2, Gun Combat (slug rifle) 3, Heavy Weapons (launchers) 1, Law 3, Leadership 1, Mega-City One Geography 1, Melee (bludgeon) 1, Melee (unarmed combat) 1, Street Perception 2, Survival 2, Tactics 1.

Special Techniques: Rifle Specialist, Combat Acuity, Rapid Aim

Specialist Equipment: Heavy Weapons Armour (8). Daggercloud (1d6), Hornet (2d6), Shot-Blaster (4d6) or Widowmaker (4d6)

HOLOCAUST SQUAD JUDGE

Street Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 25+	Street Division	9 (+1)	10 (+1)	10 (+1)	7 (+0)	7 (+0)	8 (+0)

Skills: Athletics (co-ordination) 1, Battle Dress 1, Drive (Lawmaster) 2, Engineer (electronics) 1, Gun Combat (Lawgiver) 3, Heavy Weapons (launchers) 1, Law 3, Mega-City One Geography 1, Melee (bludgeon) 1, Melee (unarmed combat) 1, Street Perception 2, Survival 2, Tactics 1.

Special Techniques: Combat Acuity, Lightning Reactions, Recovery, Resilient

Specialist Equipment: Modular Repair Kit, optional Holocaust Suit HS1/HS2 (16/30)

JUDGE PILOT

Street Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 25+	Space Corp	7 (+0)	10 (+1)	8 (+0)	8 (+0)	8 (+0)	8 (+0)

Skills: Astrogation 1, Athletics (co-ordination) 1, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 2, Law 3, Mega-City One Geography 1, Leadership 1, Melee (bludgeon) 1, Melee (unarmed combat) 1, Pilot (spacecraft) 2, Street Perception 2, Survival 2.

Special Techniques: Control Crash, Evasive Manoeuvres, Recovery, Space Hand

Specialist Equipment: Space Boots, Translator Set

JUDGE WARDER

Street Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 25+	Street Division	9 (+1)	9 (+1)	9 (+1)	7 (+0)	7 (+0)	8 (+0)

Skills: Athletics (co-ordination) 1, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 2, Law 3, Mega-City One Geography 1, Melee (bludgeon) 2, Melee (unarmed combat) 2, Recon 1, Street Perception 2, Survival 2, Tactics 1.

Special Techniques: Crowd Combat, Crowd Control, Rapid Aim

Specialist Equipment: Electro-prod (1d6 Stun), Pacifier (1d6 Stun)

K-UNIT JUDGE

Psi Judge	Division	Str	Dex	End	Int	Edu	Inf	Psi
Age 25+	Psi Division	7 (+0)	8 (+0)	8 (+0)	7 (+0)	7 (+0)	8 (+0)	11 (+1)

Skills: Athletics (endurance) 1, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 1, Law 1, Mega-City One Geography 1, Melee (unarmed combat) 1, Psionic Talent (Psionic Attack) 3, Psionic Talent (Psionic Defence) 2, Life Sciences (psionics) 1, Street Perception 1, Survival 1.

Special Techniques: Defensive Block, Enhanced Power (mind blast), Inner Strength (End), Strong Willed

Specialist Equipment: Anti-Psi-Spray, Personal Psi Battery, Psi Drugs, Trauma Suppressant

MUTANT CONTROL JUDGE

Street Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 25+	Immigration Division	7 (+0)	8 (+0)	7 (+0)	9 (+1)	8 (+0)	9 (+1)

Skills: Athletics (co-ordination) 1, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 2, Investigate 2, Law 3, Mega-City One Geography 1, Melee (bludgeon) 1, Melee (unarmed combat) 1, Street Perception 3, Survival 2.

Special Techniques: Crowd Control, Perp Sense, Formidable Presence, Track Perp

Specialist Equipment: Mk II Lawmaster

PSYKER-UNIT JUDGE

Psi Judge	Division	Str	Dex	End	Int	Edu	Inf	Psi
Age 25+	Psi Division	7 (+0)	8 (+0)	8 (+0)	8 (+0)	8 (+0)	8 (+0)	10 (+1)

Skills: Athletics (co-ordination) 1, Drive (Lawmaster) 1, Gun Combat (Lawgiver) 2, Investigate 2, Law 1, Life Sciences (psioniology) 1, Mega-City One Geography 1, Melee (unarmed combat) 1, Psionic Talent (Clairvoyance) 2, Psionic Talent (Telepathy) 2, Street Perception 1, Survival 1.

Special Techniques: Enhanced Power (clairsentience), Inner Strength (End), Remote Viewing

Specialist Equipment: Anti-Psi-Spray, Image Sliver, Psi Drugs, Trauma Suppressant

PURSUIT SQUAD JUDGE

Street Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 25+	Street Division	7 (+0)	10 (+1)	8 (+0)	9 (+1)	7 (+0)	8 (+0)

Skills: Athletics (co-ordination) 1, Drive (Lawmaster) 3, Gun Combat (Lawgiver) 2, Law 3, Mega-City One Geography 2, Medic 1, Melee (bludgeon) 1, Melee (unarmed combat) 1, Remote Operations 1, Street Perception 2, Survival 2.

Special Techniques: Control Crash, Dead Halt, Vehicle Control

Specialist Equipment: Optional Banshee Pursuit Interceptor and Crash Suit

RIOT SQUAD JUDGE

Street Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 25+	Street Division	9 (+1)	9 (+1)	9 (+1)	7 (+0)	7 (+0)	8 (+0)

Skills: Athletics (co-ordination) 1, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 3, Law 3, Mega-City One Geography 1, Melee (bludgeon) 2, Melee (unarmed combat) 1, Recon 1, Street Perception 2, Survival 2, Tactics 1.

Special Techniques: Combat Acuity, Crowd Combat, Crowd Control

Specialist Equipment: Riot Armour (10). Hornet (2d6) or Pacifier (1d6 Stun).

SECTOR CHIEF

Street Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 29+	Street Division	7 (+0)	7 (+0)	7 (+0)	9 (+1)	9 (+1)	10 (+1)

Skills: Admin 2, Athletics (endurance) 1, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 2, Investigate 1, Law 3, Mega-City One Geography 2, Melee (bludgeon) 1, Melee (unarmed combat) 1, Street Perception 2, Survival 2.

Special Techniques: Data Access, Natural Leader, Perp Sense

Specialist Equipment: None

SJS JUDGE

Street Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 25+	SJS	7 (+0)	7 (+0)	9 (+1)	9 (+1)	8 (+0)	9 (+1)

Skills: Admin 1, Athletics (endurance) 1, Computers 1, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 2, Investigate 2, Law 3, Mega-City One Geography 2, Melee (bludgeon) 1, Melee (unarmed combat) 1, Street Perception 2, Survival 2.

Special Techniques: Analysis, Data Access, Perp Sense

Specialist Equipment: None

WALLY SQUAD JUDGE

Street Judge	Division	Str	Dex	End	Int	Edu	Inf
Age 25+	Undercover Division	7 (+0)	9 (+1)	7 (+0)	9 (+1)	9 (+1)	9 (+1)

Skills: Athletics (co-ordination) 1, Deception 2, Drive (Lawmaster) 2, Gun Combat (Lawgiver) 3, Investigate 1, Law 3, Mega-City One Geography 1, Melee (bludgeon) 1, Melee (unarmed combat) 1, Stealth 1, Street Perception 2, Survival 2.

Special Techniques: Fast Talk, Perp Sense, Track Perp

Specialist Equipment: Civilian clothes and equipment.

SECTOR 13

This chapter provides additional information on Sector 13, listing places of note to Judges including a detailed look inside the Sector House, known crime hot spots, leisure facilities and the personalities that can be found there.

SECTOR HOUSE 13

Sector House 13 is a fortified bubble 30 metres in diameter and loosely resembles a Judge's helmet. The building has 50 storeys providing facilities for every division of the Justice Department that operates in the sector. This section provides full details of the Sector House and a series of maps are provided allowing players and Referees to get a good understanding of the building's layout.

Some of the high ranking personalities of Sector House 13 are detailed on pages 265–266 of *Judge Dredd*. The remaining division heads are detailed here.

Accounts Division is headed by Judge Carver. He is a very methodical and organised individual who was assigned to Acc-Div at the age of 40. Just over a year ago, at the age of 48, Carver was put in charge of the Sector 13 Accounts Division. Judge Carver has to make many tough decisions regarding requests and budgetary concerns but he is fair and does his best to evenly distribute resources between all divisions. Judge Carver uses the Credit Squad Judge statistics on page 88.

Head of the Immigration Division is Judge Foster. Hand-picked by Sector Chief DiMaggio, Foster shares the same dislike for mutants and most of her efforts are spent with Mutant Control. Foster has the ear of DiMaggio who grants her any resources needed to keep Mega-City One free of muties. Although Judge Foster spends much of her time overseeing Mutant Control, her responsibilities also include managing the Emigration Bureau and Alien Bureau. The latter consumes much more of her time than Foster would like due to the close proximity of the Eustace Fargo Spaceport. Judge Foster uses the Mutant Control Judge statistics on page 89.

The Personnel Division is headed by Judge Tobin. Tobin became a Station Judge after sustaining a serious leg injury on the streets. Not deterred by this setback, Tobin continued to serve the Justice Department and worked his way up through the ranks of Personnel Division. Judge Tobin is well liked amongst the Judges and sees to their needs to the best of his ability but he always does things strictly by the book.

He treats every Judge equally and rarely favours one over another. Judge Tobin uses the Credit Squad Judge statistics on page 88.

Head of the Undercover Division is Judge Walsh. Walsh is an experienced undercover operative with many successful missions under his belt. He fully understands the stresses and temptations of working for the Wally Squad. For these reasons he regularly evaluates his team with tests and interviews to ensure they remain loyal to the Justice Department. His apparent lack of trust for his men does not earn him much respect but potential turn-tails are usually spotted early enough to prevent them from 'going native'. Judge Walsh uses the Wally Squad Judge statistics on page 90.

GROUND FLOOR

The main entrance to Sector House 13 is a large doorway that remains open unless the sector is in a state of emergency. This door also serves as the public entrance for any citizens wishing to report a crime or turn themselves in. The entrance leads into a small plexiglass foyer with a set of automatic doors that provides additional security and can be locked down should any dangerous looking creeps attempt to gain access to the building.

The foyer opens out into a check-in area where Station Judges deal with civilian enquiries and arrests from behind bullet-proof screens. From here, a secured door leads to a processing area where perps are logged and searched before being taken to the detention levels.

The ground floor main security is located next to the check-in area and provides a good view of anyone entering the building and provides quick access should any troublemakers enter the building. The security area also provides access to the rest of the Sector House through secured doors.

The ground floor has two designated 'watch rooms' for Judges working on the current watch, including the Watch Commander. These rooms provide facilities for Judges to work on active investigations, share information and see the latest watch reports as they occur.

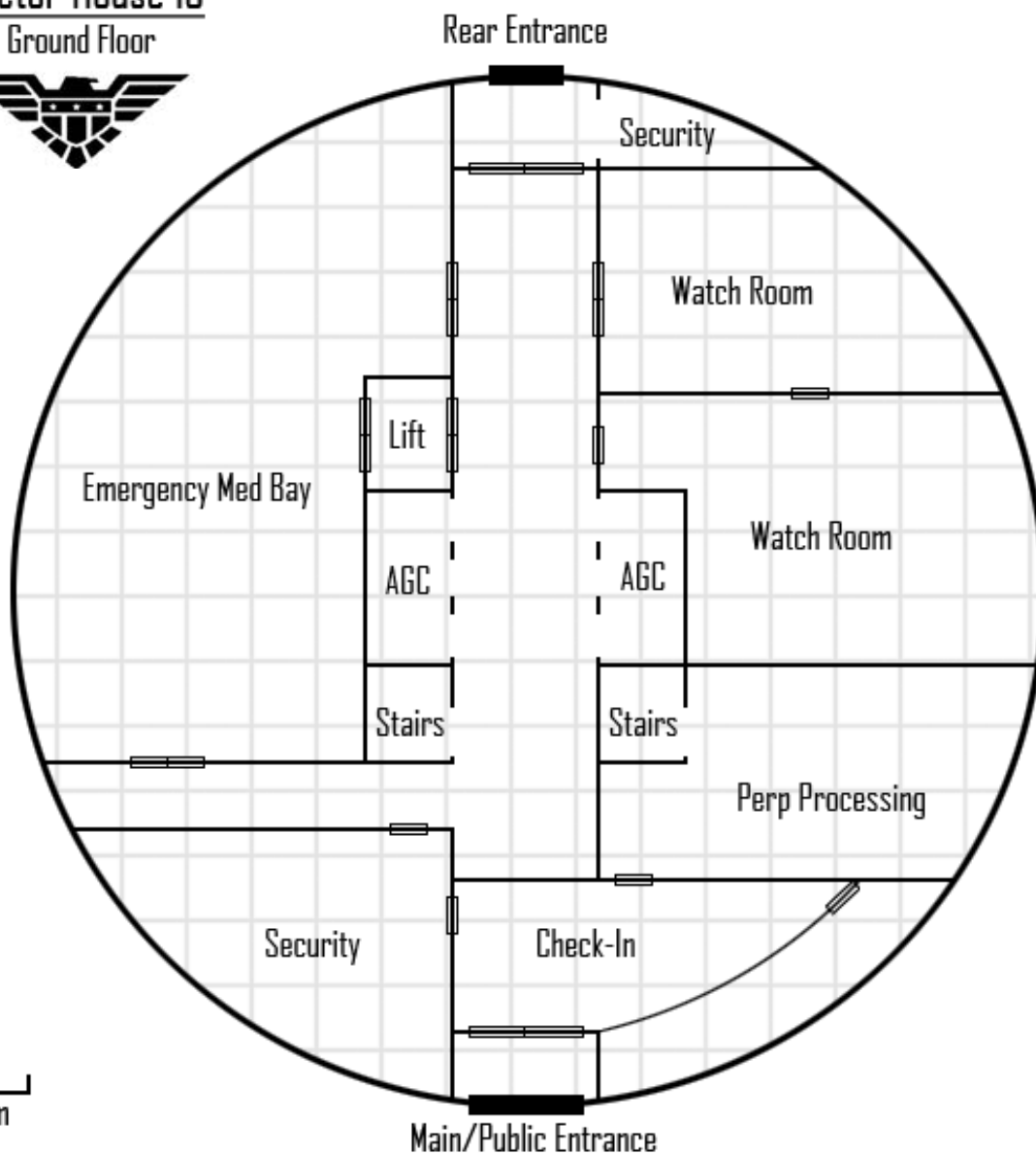
Also located on this floor is the emergency medical bay that deals exclusively with critical injuries. Access via the rear entrance or directly from the sub level vehicle bays allows patients to be tended to in the shortest possible time.

Sector House 13

Ground Floor



SECTOR 13



The rear entrance to Sector House 13 is secured, allowing access to Judges and staff only. Anyone entering through this entrance must pass through a small security area before being allowed access into the building proper.

Anti-Grav Chutes provide access to most other levels within the Sector House and backup stairwells are located by the chutes should they be out of order. A large lift is also available for transporting heavy equipment and med bay patients from the sublevels. Outside the building, wide ramps provide access to the sub level vehicle and maintenance bays.

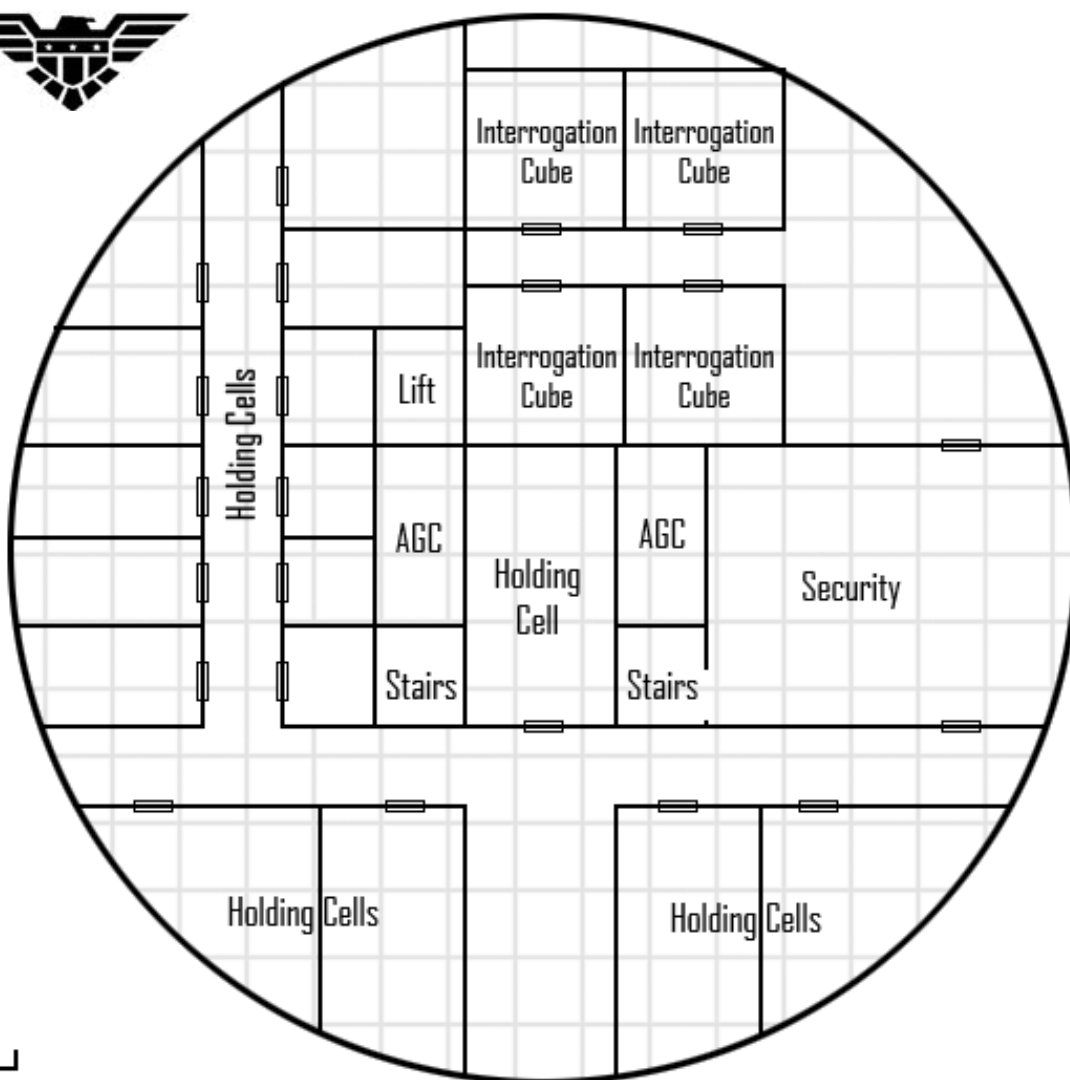
DETENTION LEVELS

The detention levels occupy floors one through four and all have an identical layout. Access to these floors can only be gained through the detention stairwell that begins in the perp processing area on the ground floor and exits in a secured area on each detention floor, ending on Level 4. Should a perp manage to escape his cell, they cannot gain access to any other part of the building without passing through the secured areas.

The security room has two exits that lead through to the interrogation cubes (see page 85) and holding cells. The

Sector House 13

Detention Level



2m

holding cells vary in size to allow varying amounts of perps in each one and each detention level can hold roughly 50 people. Each cell is monitored by security cameras and is under regular observation. These cells are only temporary holding areas where criminals wait to be interrogated or assigned to an Iso Block to serve their sentence.

SECTOR HOUSE SECURITY

Level 5 of the Sector House is the security level. Sector House Security is divided into eight units of three Judges, known simply as A Unit through to H Unit. These units occasionally patrol the building checking for potential security problems but mostly perform support duties within the sector house, from guarding prisoner transfers to taking delivery of

new equipment and munitions. Two teams are always held in reserve to respond to any emergency, as needed. Each of the reserve units is stationed in one of the two standby rooms providing protection to the security level itself and access to a small arms locker.

All communications and camera feeds from the Sector House are monitored in the observation room. The whereabouts of all the units is known at all times so if any suspect activity occurs anywhere within the Sector House, the nearest unit can investigate.

The security incident room is where the Tac Group Commander assigns duties and briefs the security Judges

SECTOR 13

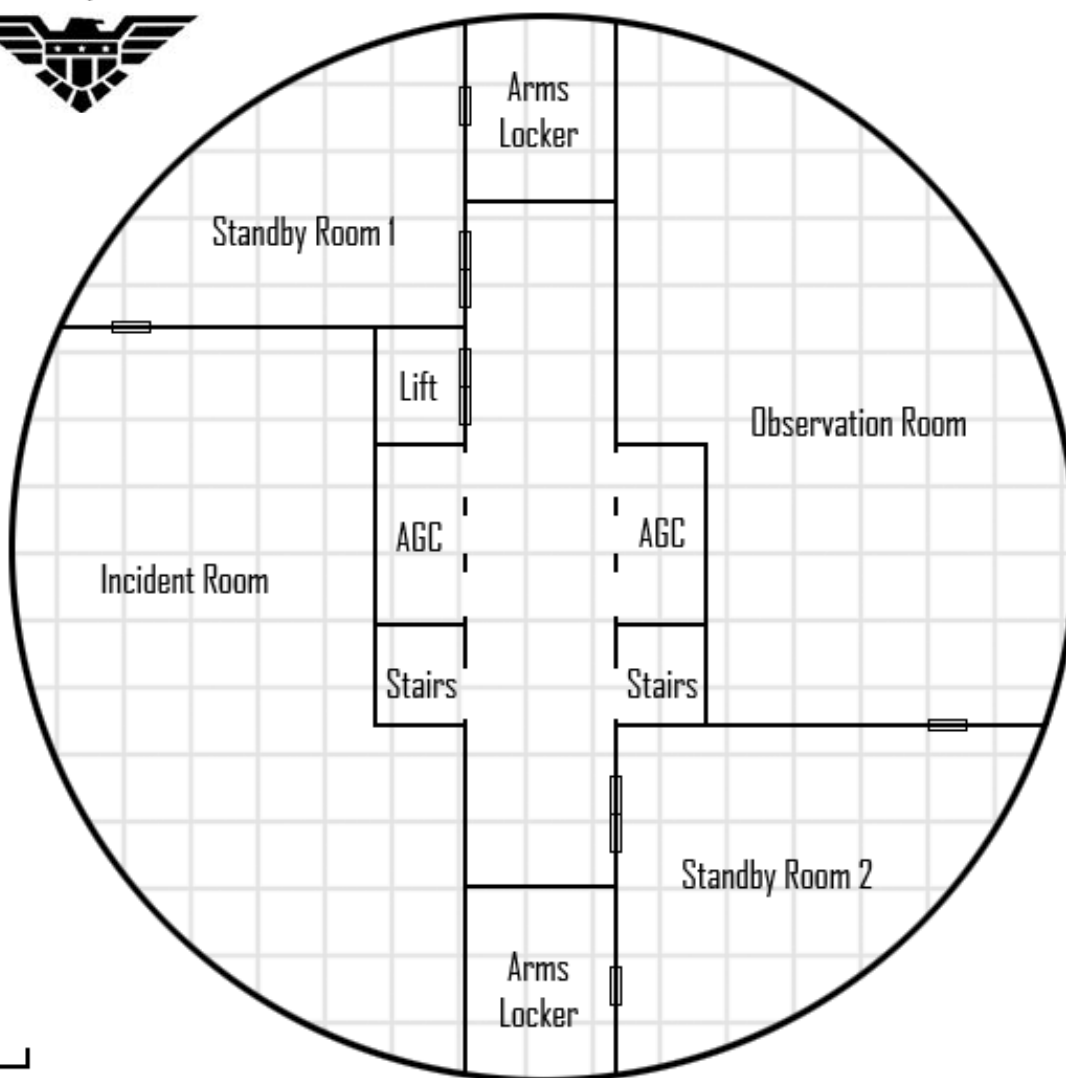


Sector House 13

Security Level



SECTOR 13



on any relevant information, such as particular perps on the detention and med levels that require special attention.

MED DIVISION

Med Division spans floors 6–11. Level 6 provides medical facilities for civilians – mainly perps apprehended by the Judges. Most treatments are carried out in the two large med bays with the more delicate and sterile tasks being performed in the operating theatres. Isolation labs are also available should patients be contagious in any way. These facilities are primarily for short term treatment, with long term care provided on Level 7. Dangerous perps are restrained when possible and there is always a number of Judges guarding these two floors.

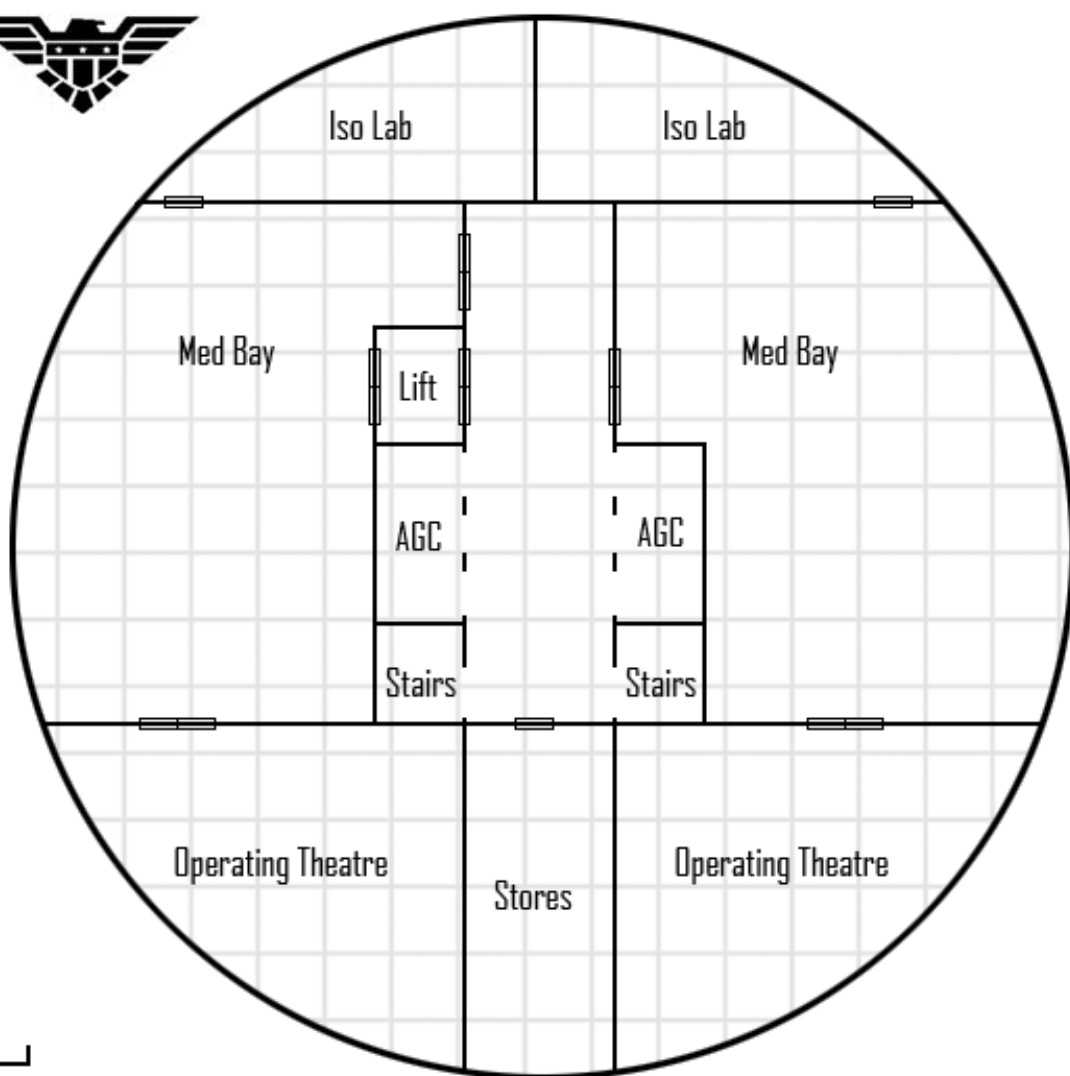
Levels 8 and 9 provide exactly the same medical facilities as Levels 6 and 7 but for Judges and Sector House staff. Levels 10 and 11 are dedicated to research facilities and have a similar layout to the other med floors with laboratories replacing the med bays and operating theatres.

STORES AND ARMOURY

Level 12 houses the Sector House stores including standard and special issue equipment, such as armour and tools. Level 13 is the armoury where all the weapons are stored, from Lawgivers to Widowmakers. Both levels have the same layout, comprised of four main rooms full of shelves and racks that are neatly packed and ordered with almost every type of Justice Department equipment available. Very large

Sector House 13

Med Division



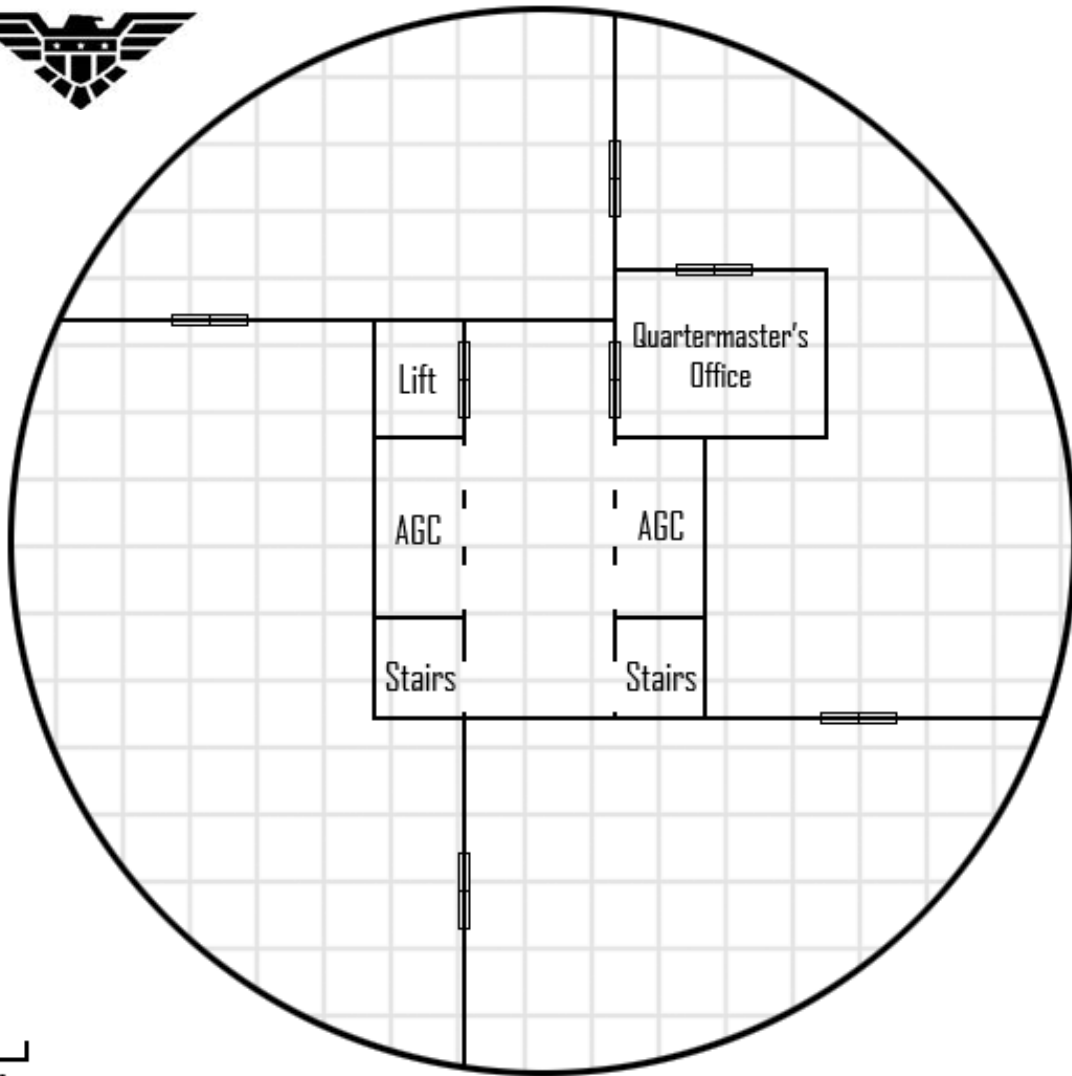
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SECTOR 13



Sector House 13

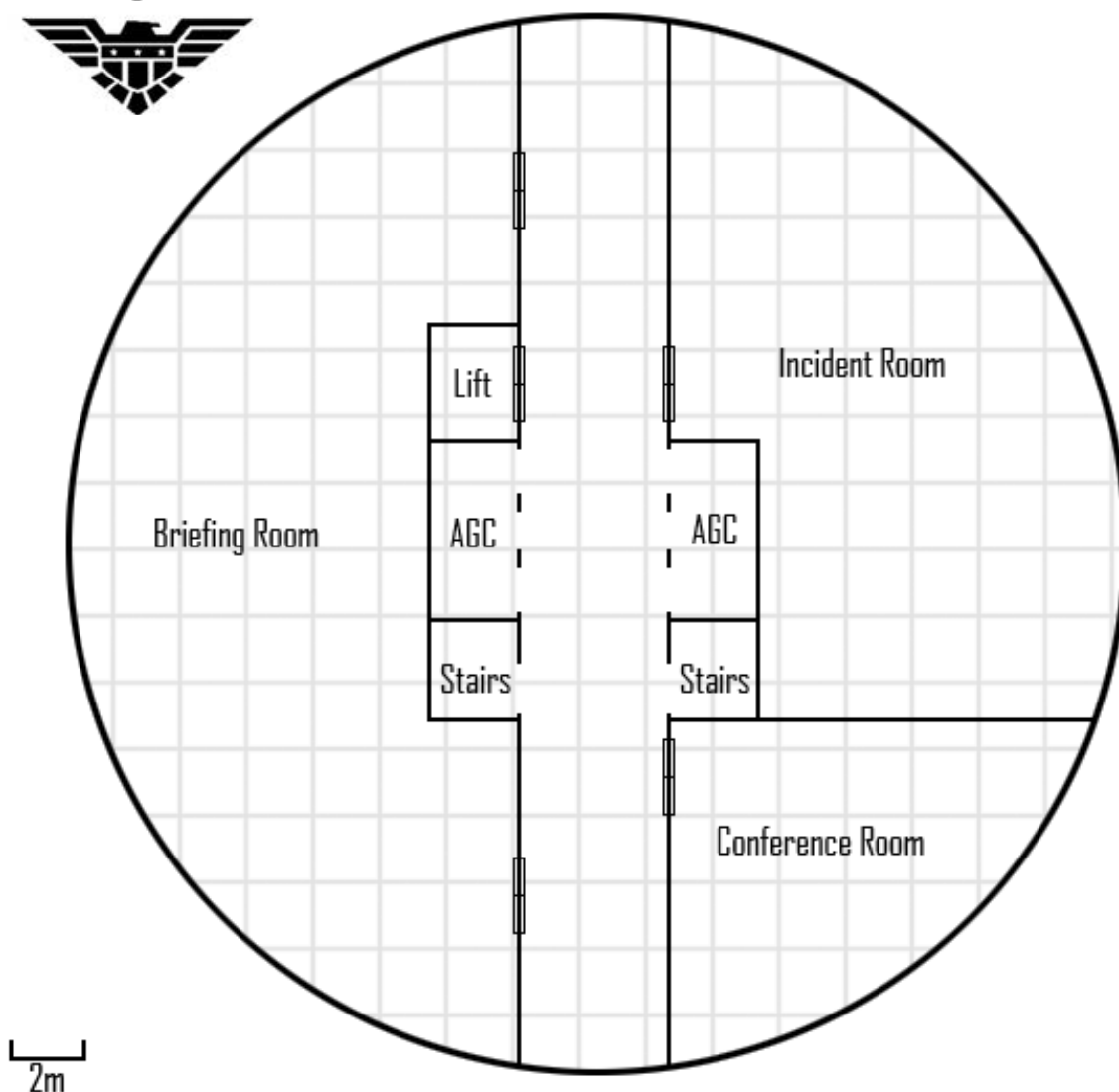
Stores/Armoury Levels



2m

Sector House 13

Briefing Levels



SECTOR 13

items, such as bomb containment units are stored in the sub levels (see page 105) in or near to the vehicles that transport them.

Access to the stores and armoury is via the quartermaster's office on each level. Many specialist items, especially weapons, usually require authorisation from high ranking Judges but the quartermaster is able to issue replacements and other basic items upon request (at the Referee's discretion).

BRIEFING LEVELS

Levels 14 through 16 are dedicated to a number of briefing, incident and conference rooms. Briefing rooms are standing room only with a small podium set before a large Tri-D display

on the outer-wall. Incident rooms are slightly smaller and have seating for 200 people. Conference rooms are smaller still, providing a table that seats up to 30 people.

Level 14 is usually used by the watch commander for the initial watch briefing. Special assignments and duties are discussed in whichever room is most appropriate to the number of people. The other two briefing levels are typically used by special task forces and higher ranking Judges respectively.

TEK DIVISION

Tek Division spans four levels, 17 to 20. The first two floors house the forensics laboratories and the upper two floors are

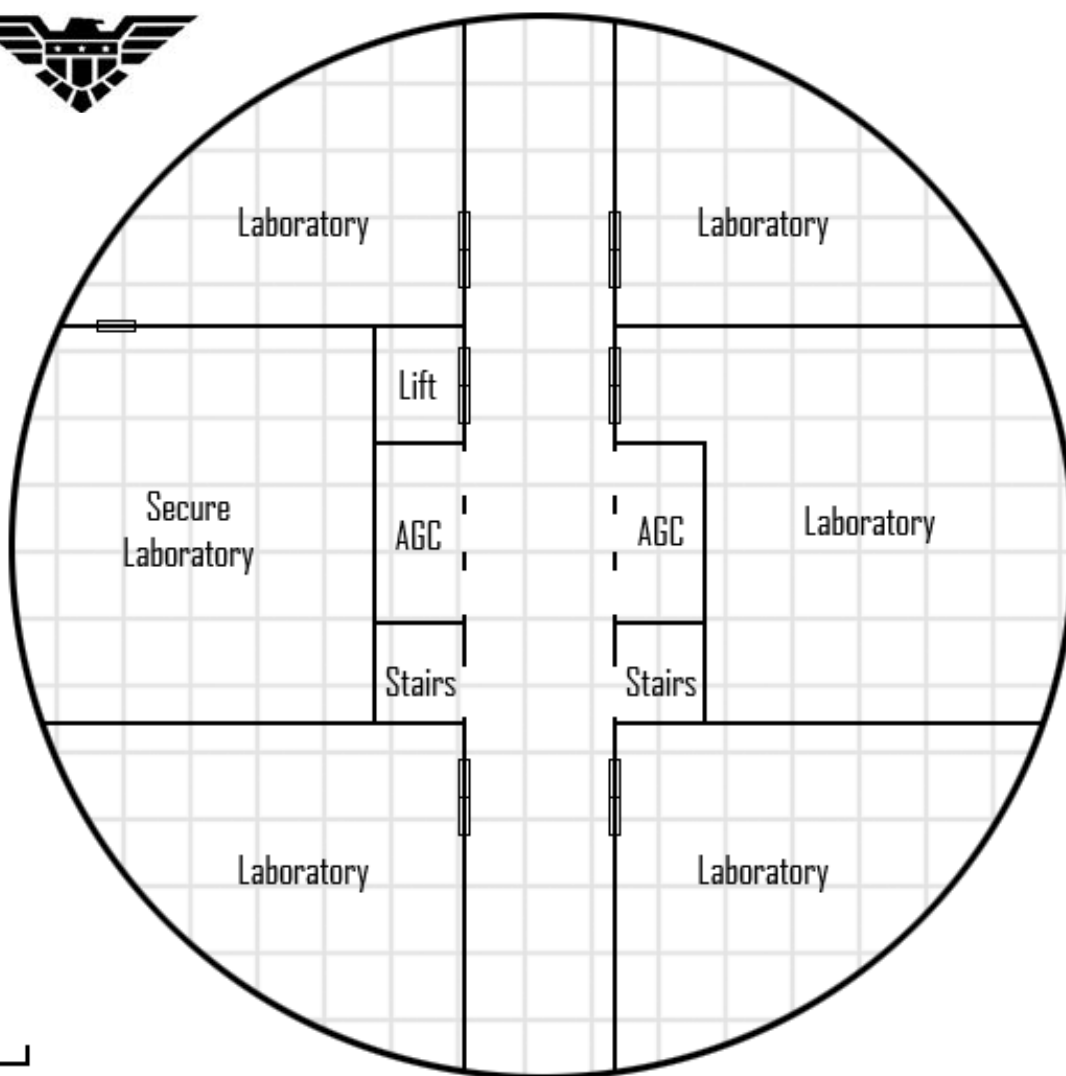


Sector House 13

Tek Division



SECTOR 13



for research and development. Each level has six laboratories, one of which is secured for classified or dangerous projects.

PSI DIVISION

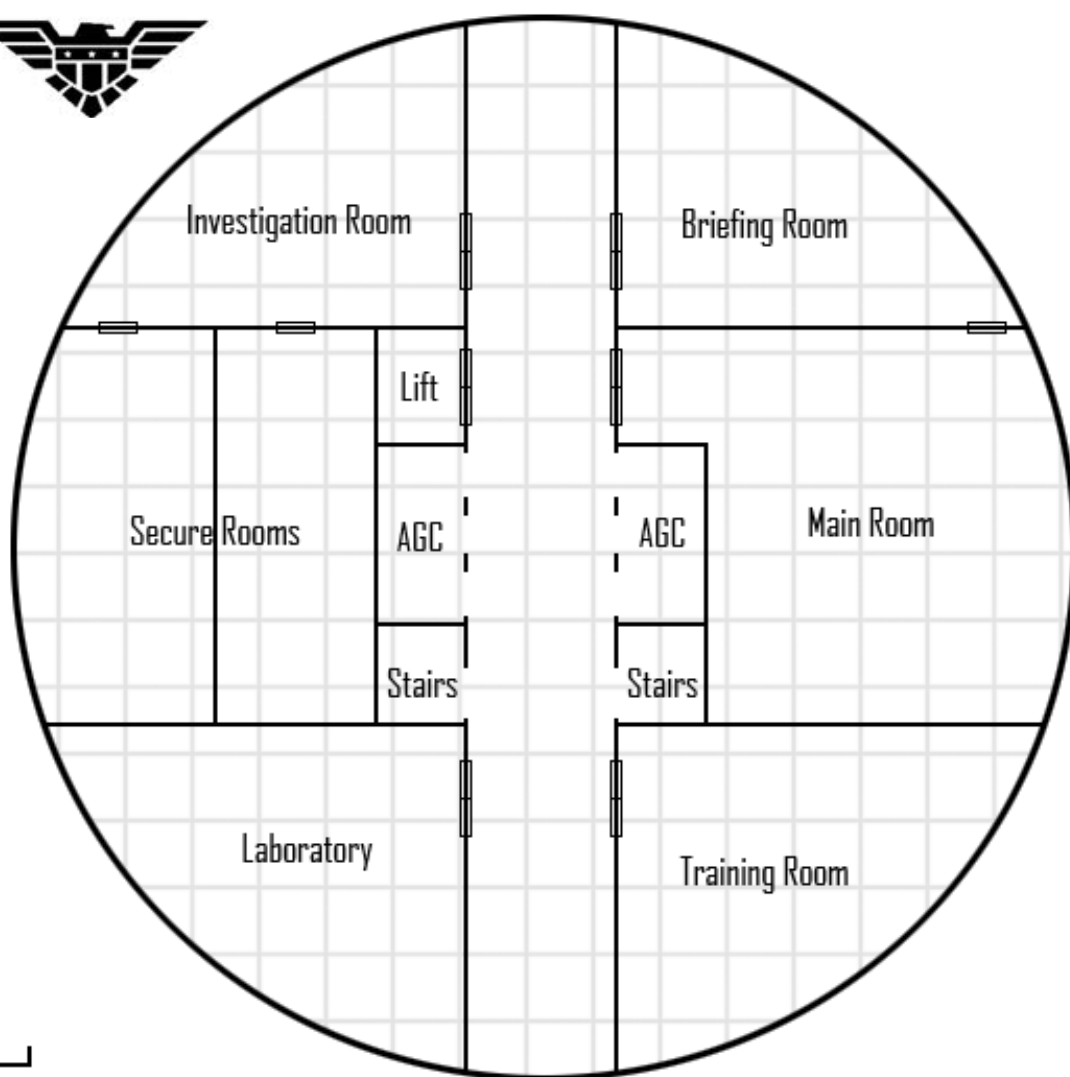
Although the Psi Division of Sector 13 is currently very small, the Sector House was built to accommodate a larger number of Psi Judges and occupies four levels. The first floor on Level 21 contains the core facilities as well as a Trans-D research laboratory. Each of the other three levels is dedicated to the special units of Pre-Cogs, K-Unit and Psyker-Unit on Levels 22, 23 and 24 respectively but they currently see little use.

The layout of each of these floors is identical. The main room of each is a general purpose room that is used for a variety of tasks such as administration, communications with Psi Units out in the field and requests for Psi assistance. When Psi units are required, a small briefing room is used to explain the situation to the assigned Judges and the investigation room is available to any Psi Judges on active investigations.

Each level also has a training room where Psi Judges can practice their abilities with other Judges and a laboratory for any psionic based research from theory to practice. Secure rooms are also provided for special tasks such as quiet rooms that are free of distraction.

Sector House 13

Psi Division



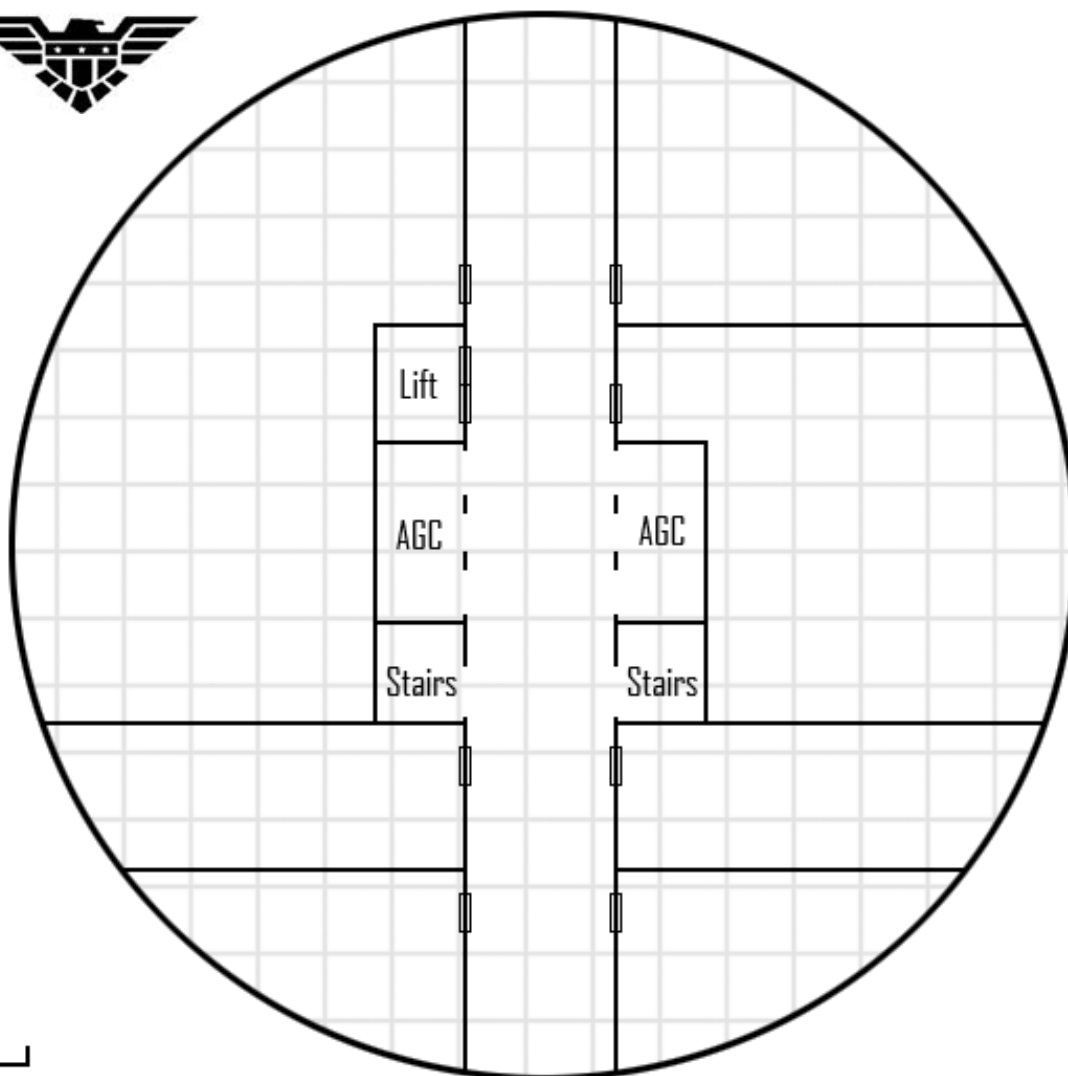
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SECTOR 13



Sector House 13

Office Levels



OFFICE LEVELS

The office levels span six floors. Levels 25 to 27 are used by Accounts Division and Levels 28 to 30 are occupied by Personnel Division. Each of the office floors has the same layout comprised of four small offices, two large open plan areas and one large office for the highest ranking Judge who will typically be in command of that level.

TRAINING LEVEL

The training area on Level 31 is comprised of three rooms. The largest is a firing range with 15 metre and 20 metre

ranges running the length of the room. There is also a gymnasium where Judges can work out and exercise on a variety of machines. The third room is a small auditorium where Judges can watch a number of training and educational Tri-D recordings; these include recordings of actual field operations highlighting both good and bad strategies.

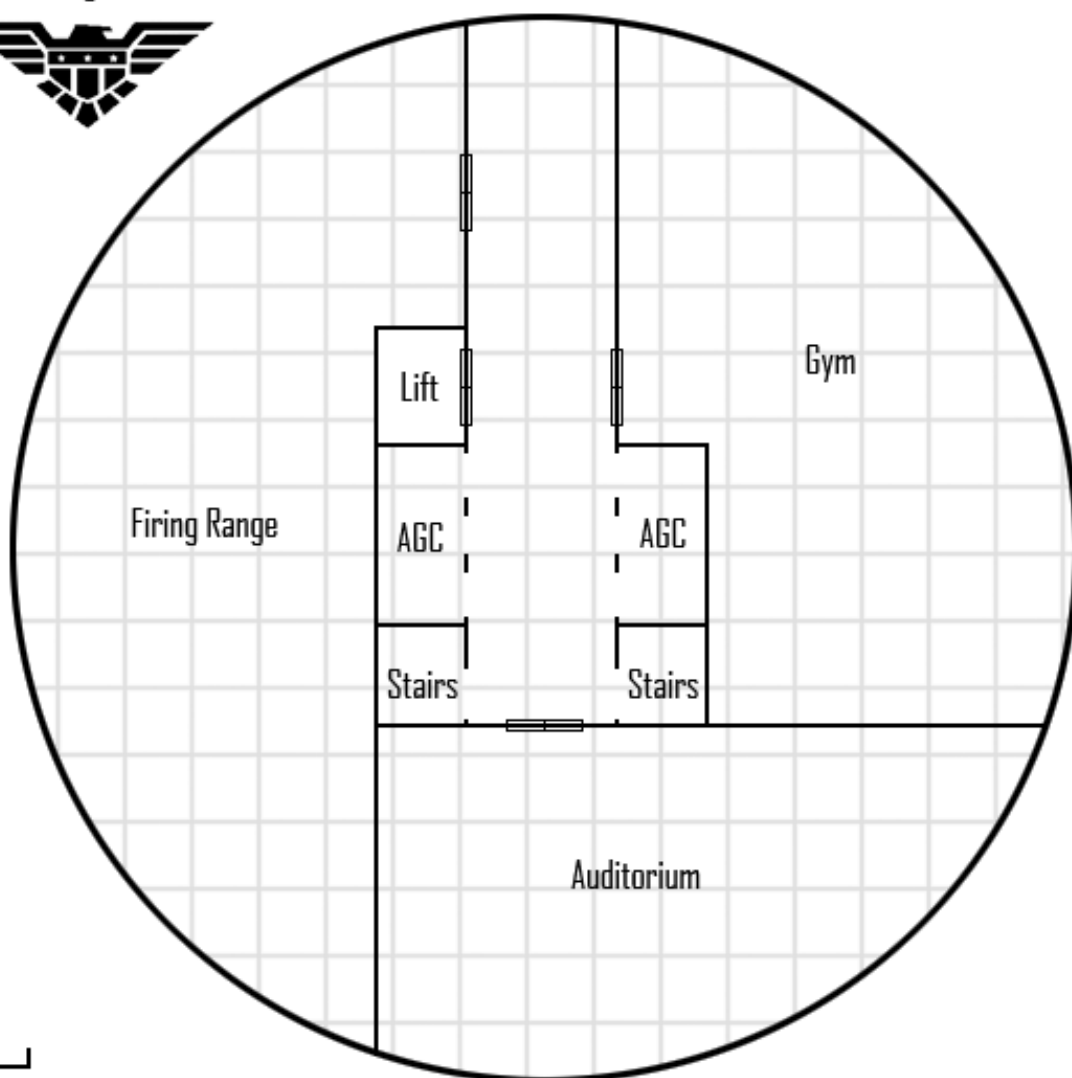
MESS HALLS

The mess halls are located on Level 32 and provide 24 hour catering to the Judges and Sector House staff. A modest sized kitchen sits between two mess halls connected by serving counters that run the length of the kitchen.



Sector House 13

Training Level



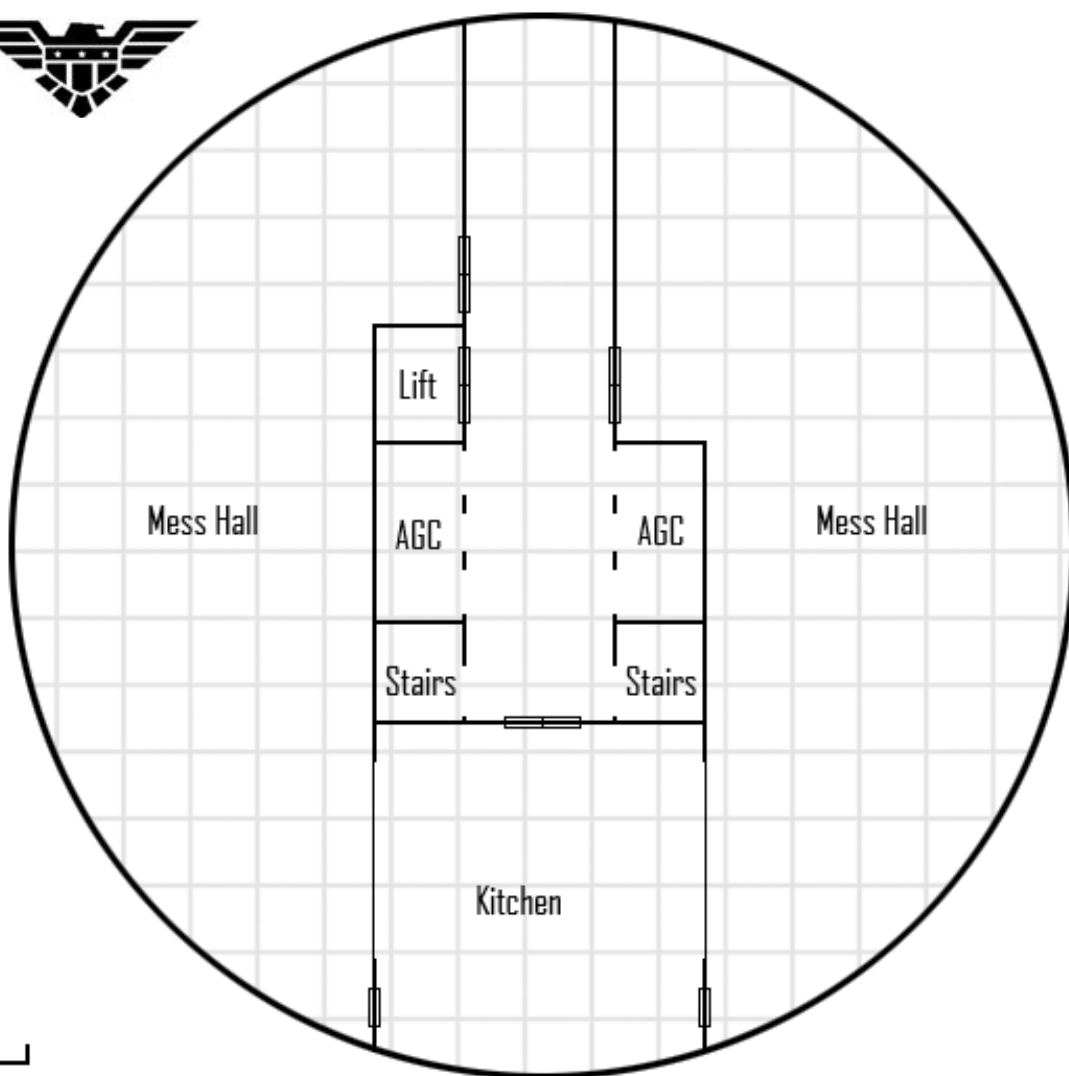
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SECTOR 13



Sector House 13

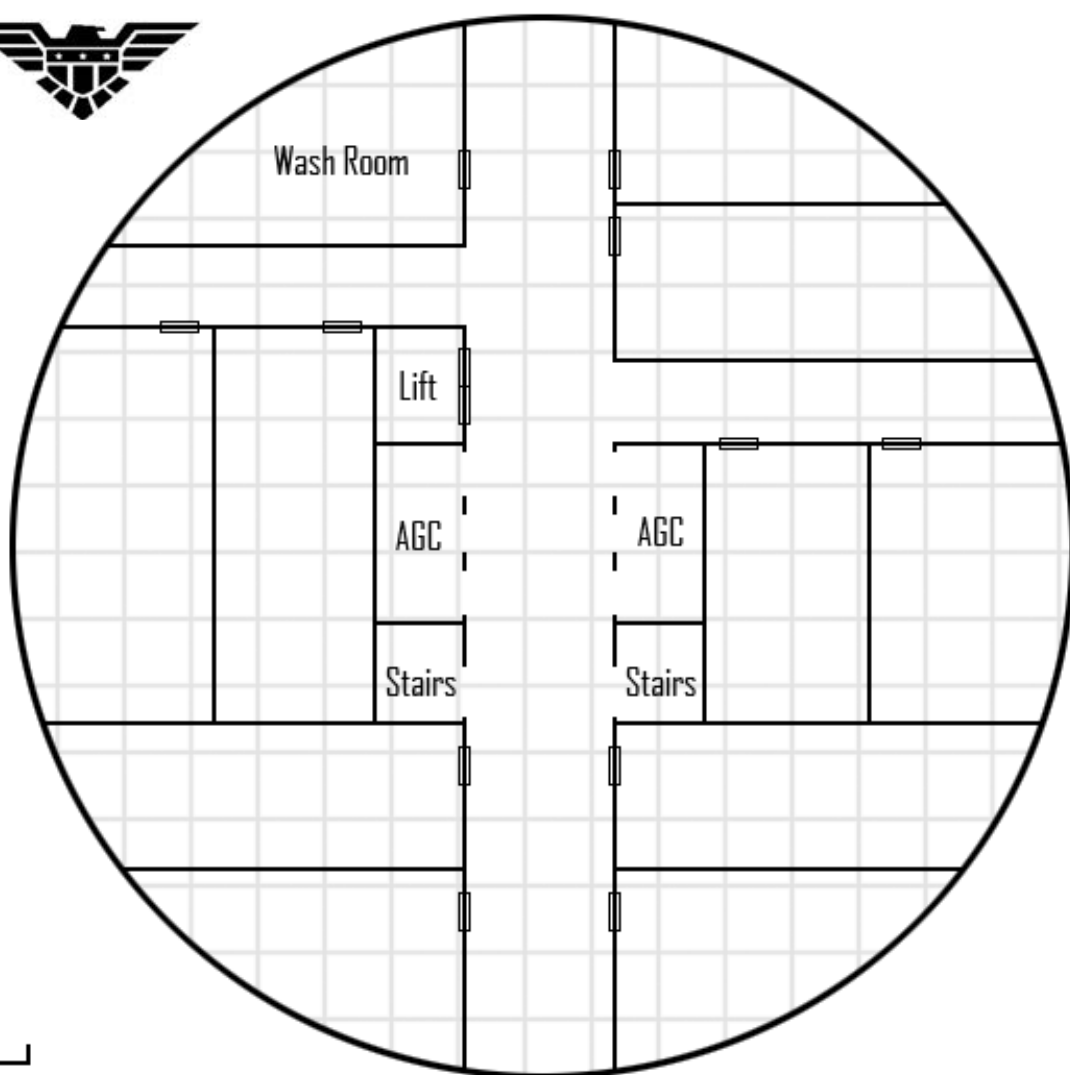
Mess Halls



2m

Sector House 13

Dormitories & Quarters



2m

SECTOR 13

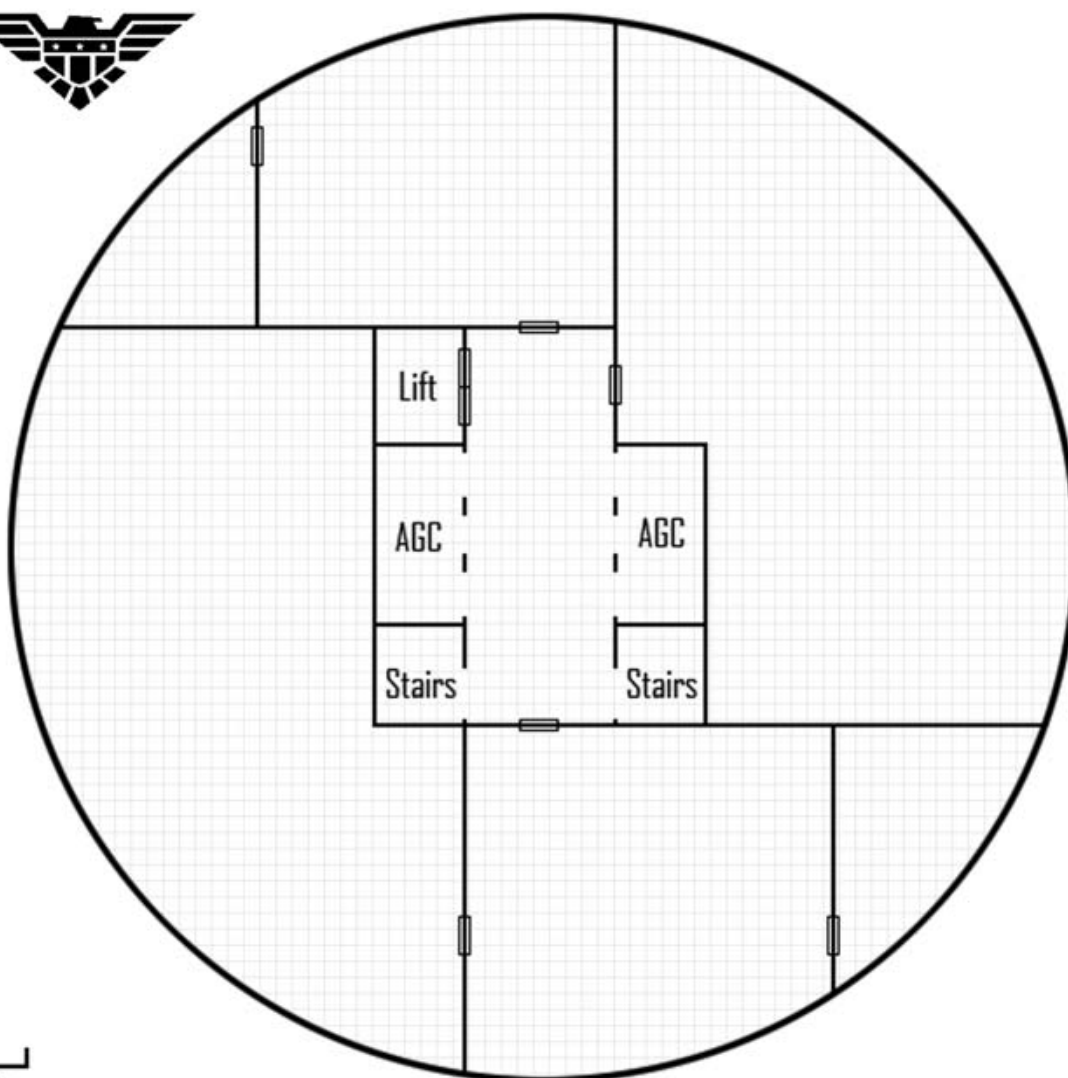


Sector House 13

Command Levels



SECTOR 13



2m

DORMITORIES & SENIOR QUARTERS

Spanning Levels 33 to 42 are the Judge dormitories. Each floor has a washroom, a sleep machine room and nine dormitories that can sleep between four and six people depending on the size of the room. Levels 43 to 44 have the same layout but each room is sole occupancy and reserved for the Senior Judges.

SECTOR COMMAND

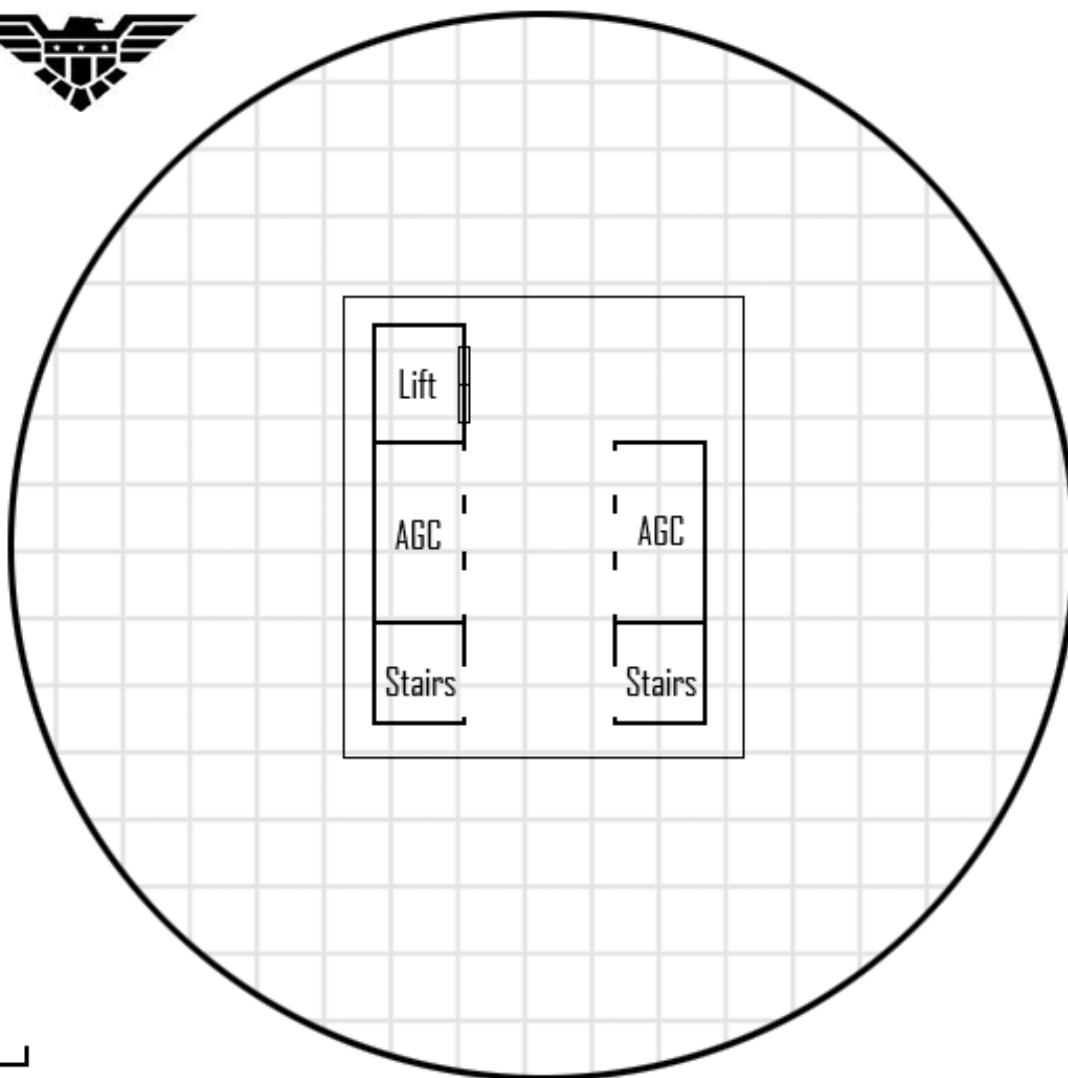
Sector Command is split over four levels. Level 45 is the communications floor and handles all the Justice Department

communications throughout the sector and with other Sector Houses. Level 46 is an extension to the communications level but specialises in satellite link-ups and long range communications. The COE also operate on this floor utilising the direct access to the communications and spysat networks. Levels 47 and 48 are used exclusively by the Senior Judges and their support staff for running the Sector House, with Level 48 occupied by the Sector Chief, Deputy Sector Chief and their assistants.

DREDD

Sector House 13

Hangar Levels



SECTOR 13

VEHICLE BAYS

The hangars on Levels 49 and 50 actually span the height of four storeys. The main hangar on Level 49 houses two H-Wagons, a Riot Wagon and a Gunbird. The upper level provides landing bays for an S-Wagon, a Claw Patrol Ship and three Law Pods.

Adopting a similar layout are the sub levels that are accessed by the ramps on the ground level. These bays house a Manta Prowl tank, an Omni tank and a variety of other specialist vehicles including the sector's fleet of Banshee Pursuit Interceptors.

Situated around the edge of the vehicle bays are workshop areas with the tools and equipment necessary to maintain the vehicles. Cranes and hydraulic arms attached to the walls and ceiling provide heavy lifting when necessary. Refuelling facilities are also situated on these levels.

ISO BLOCKS

Sector House 13 is located near the four main Iso Blocks within the sector. All of these Iso Blocks have the same basic layout standing 30 storeys high with the capacity to hold a total of nearly 3,000 prisoners.



Iso Block 13 is for short-term sentences up to eight years. Iso Block 911 is for medium-length sentences between eight and 15 years. Iso Block 999 is for convicts serving sentences over 15 years. Although perps are assigned to these blocks depending on their sentence, overcrowding in one block sometimes forces inmates to serve their time in a different block.

The final block located near to the Sector House is Psycho Block 101 that houses perps that need to be treated for mental instabilities. Inmates serving time in Psycho Block 101 are those who are expected to be cured within four years. Smaller facilities (Psycho Blocks 102 and 103) are available for other psychotic perps.

Each Iso Block is run by a Warder Chief. Judge Barker is the chief of Iso Block 911. He is a no-nonsense man in his early forties and has spent most of his career as a Judge Warder. He expects the best from his staff and does not tolerate any mistreatment of his inmates – serving time in an iso-cube is the punishment deemed fit for the creeps and Barker ensures that they serve that sentence to the letter of the law.

Judge Hobbs is in charge of Iso Block 999. She is extremely strict, even more-so than Judge Barker. The inmates in Hobb's block are the worst offenders and in her opinion, many of the creeps have gotten off lightly and have it too easy. Judge Hobbs does not afford any courtesy or respect to her inmates and encourages the Iso-Warders to treat the perps harshly.

Iso Block 13 is run by Judge Palmer. The perps in this block are mainly low-risk inmates that have committed minor misdemeanours and Palmer is fairly lenient with them. Some of the men under Palmer's command think he is too soft but during his two years as Warder Chief there have been no major incidents and the prisoners serve their sentence without causing too many problems for the Iso-Warders.

Judge Knight spent much of her earlier career as a Med Judge before she was promoted to Warder Chief of Psycho Block 101 four years ago. Knight views the inmates as patients rather than prisoners – sick individuals who require treatment rather than punishment. Judge Knight's view is not shared by all and she loves nothing more than to debate the boundaries of the criminal and mentally ill mind.

All Iso Block personalities use the Judge Warder statistics on page 89.

GROUND FLOOR

The ground floor is surrounded on two sides by walls that stand 20 metres high and two feet deep. The walls enclose the exercise yard where inmates are allowed out for short periods of time. Each corner has a security tower mounted with an Autogun and is manned by Judge Warders armed with Lawgivers and Pacifiers. Part of the yard outside the main entrance is fenced off to provide a landing pad for Law Pods transporting prisoners.

Two Autoguns are mounted above the main entrance, which leads into a security area. Judge Warders are always on duty here to oversee new arrivals, departures and visitors. Prisoners brought to the facility are led into the admissions area where they have their personal possessions removed and put into storage in the sub-level warehouse. From here they are taken to their allotted iso-cube. Visitors are only granted access to the visiting area for the monthly visits allowed to low-risk inmates.

The ground floor also has the mess hall and recreation area that are used by different groups of inmates at various times throughout the day. Access between floors is provided via a large lift and backup stairwell, both of which have secured doors.

DETAINMENT LEVELS

There are 25 detainment levels, each with three layers of iso-cubes arranged in six rows. These levels are higher than other levels to accommodate two additional layers of raised iso-cubes, giving a total of 114 iso-cubes per floor.

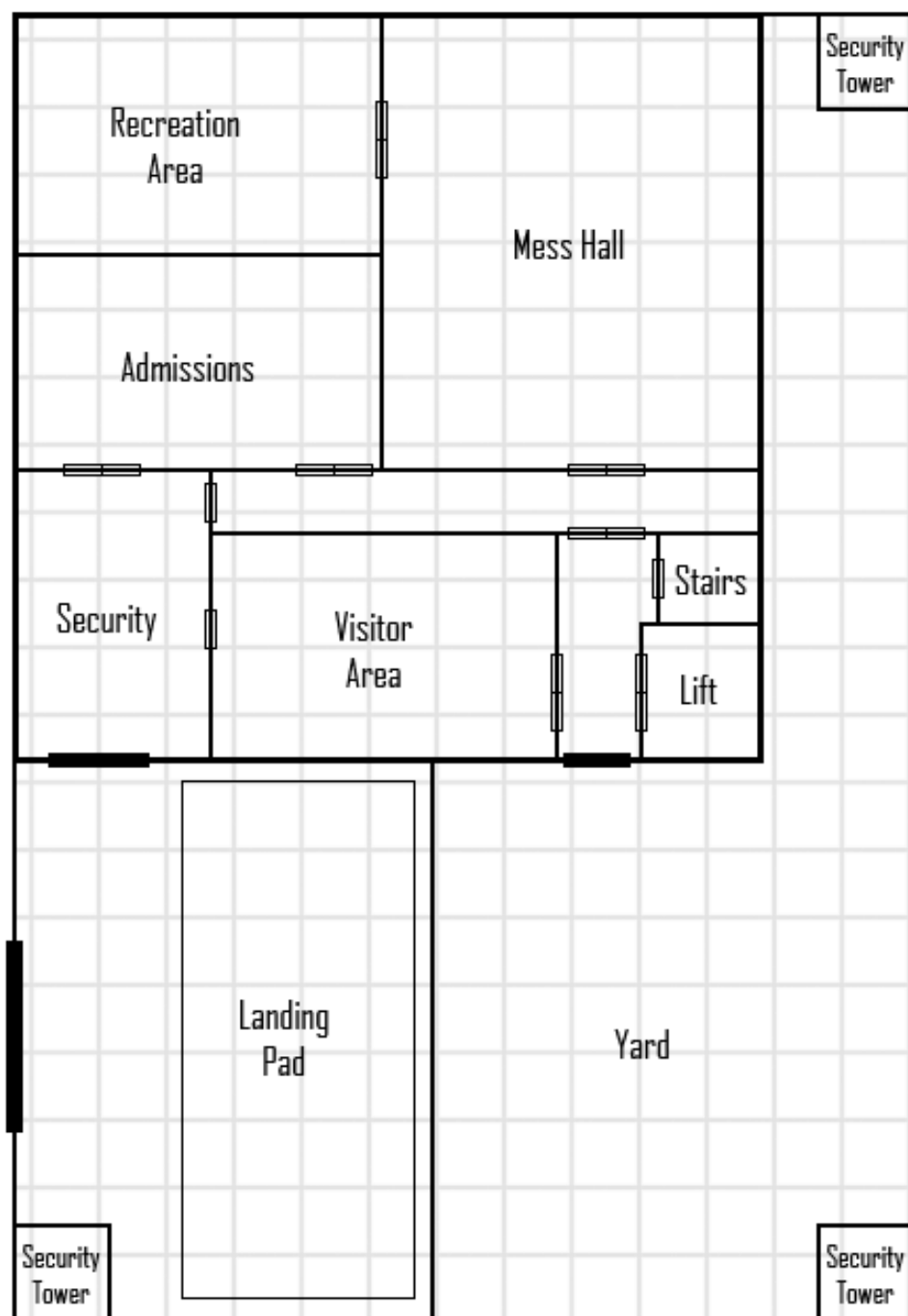
SECURITY LEVEL

The security level is the only upper level that inmates are ever given access to and even then they are under strict guard. Inmates will be brought to this floor if they require medical attention in the infirmary or if the Chief Warder wishes to see them in his office.

Entrance to the security level is through a vestibule area that is under constant guard. This room leads to the infirmary, which has facilities to deal with most medical situations that occur in the Iso Block.

The vestibule also leads into a locked corridor that provides access to the rest of the floor. Down the left side of the corridor are four offices, including the Chief Warder's. To the right is the entrance to security, which in turn leads to the

Iso Block
Ground Floor



2m

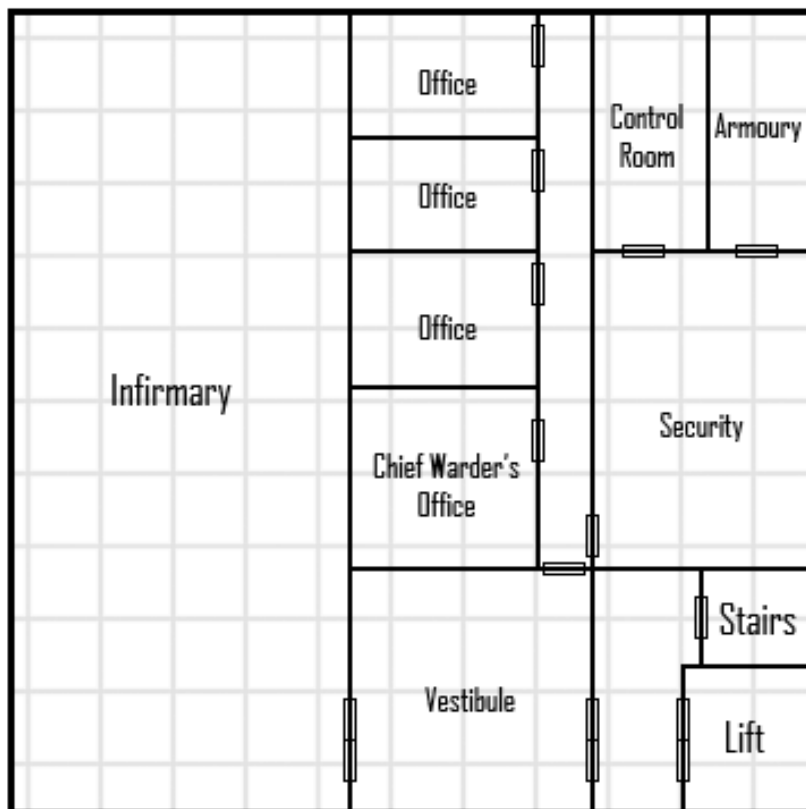
SECTOR 13



Iso Block Security Level



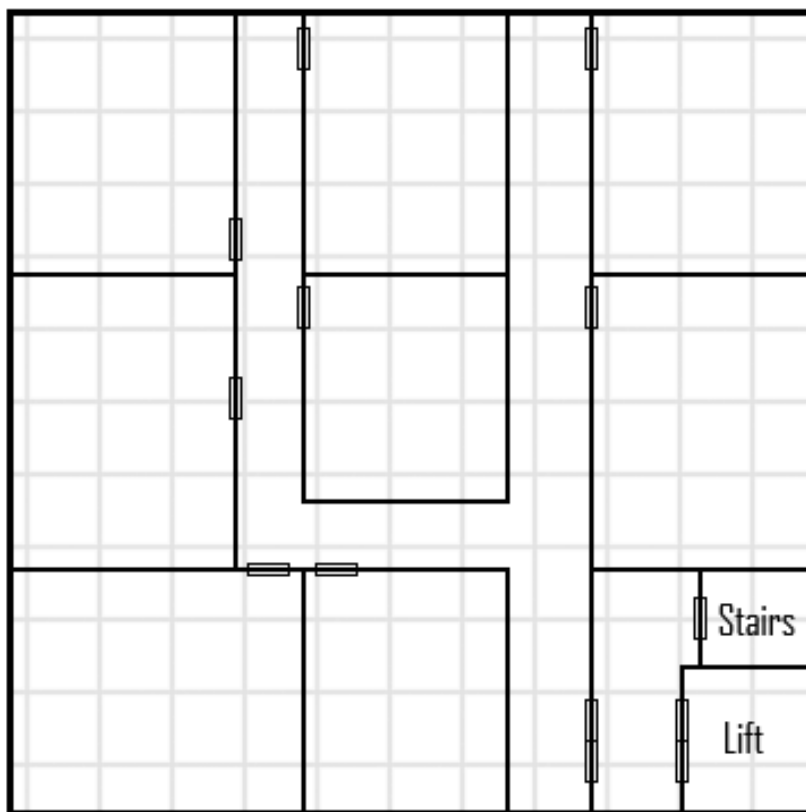
2m



Iso Block Warder Levels



2m



control room and armoury. The control room monitors every level and alerts the Judge Warders on duty to any potential trouble. If necessary, the warders in the upper levels can be called for immediate backup and additional support can be requested from the Sector House if required.

WARDER LEVELS

The upper three levels contain the accommodation for the Judge Warders and Iso Block staff. The first two floors are dormitories with each of the eight rooms able to sleep up to four people. The top floor is for the Senior Judges who have their own room.

DOCK TOWER 13

Situated near to the Eustace Fargo spaceport is the Sector 13 docks, in what used to be old Newark bay. Sector 13 used to be considered a secondary port, with most trade coming in to Manhattan island. However, once the spaceport was built, Sector 13 became a trade hub and merchant vessels began to use the Newark docks with increasingly regularity for off-world trade via the Fargo spaceport. The dock facilities were soon upgraded to handle the increased traffic and the Justice Department increased the Atlantic Division presence in the area.

The docks run almost the entire length of the bay with the northern tip focussed more towards recreational boats and the rest being devoted to commercial interests. Numerous warehouses line the docks owned by various freight companies and merchants. Located near the mouth of the bay where the docks begin is Dock Tower 13.

The Dock Tower performs a similar role to the Sector House but is run by the Atlantic Division and deals exclusively with water-bound trade, related crimes and city defence. The Immigration Division also have a small presence here, liaising with the main forces at Sector House 13 to process any unregistered citizens arriving by boat. All incoming and outgoing vessels must pass a customs check from the Harbour Patrol at one of berths in the East Canal. Those ships that are too big to enter the bay must anchor along the sea wall where they are processed and searched from inspection vessels. Any suspect or illegal goods are impounded in the warehouse and the perps taken to the Sector House holding cells.

Dock Tower 13 is an L-shaped building comprised of two smaller co-joined structures. The main facility is a square tower spanning seven floors with a long single-storey warehouse connected to it. There is a landing area on the ground and on the roof for the squadron of six A-Wagons used by Black Sky Patrol. Three of the jetties are reserved

for the 12 Atlantic Division Gunboats, eight of which are used by Ocean Patrol and the other four used by Harbour Patrol.

Judge Grant is the Dock Chief who oversees the division in this sector and runs the Dock Tower. He liaises with the Sector House and reports directly to the Sector Chief. Grant is in his forties and has spent his whole career working for Atlantic Division, having served in both the Harbour Squad and Black Sky Patrol. Judge Grant uses the Harbour Squad statistics on page 88.

Heading up the Harbour Squad is Judge Ingram. She is a young Judge recently promoted to this position having performed exemplary work for three years. She knows many of the regular merchants and local shipping companies and is adept at spotting irregular shipments and concealed goods. Judge Ingram uses the Harbour Squad Judge statistics on page 85.

Ocean Patrol is headed by Judge Parker. Parker loves the sea and spends most of his time on the ocean leading the Gunboat patrols. Some think he should spend more time behind his desk running the department but Parker likes to lead by example and many of his men respect that. Judge Parker uses the Harbour Squad Judge statistics on page 85.

Judge Travis is in charge of Black Sky Patrol. He spent several years as an H-Wagon pilot before being assigned to Atlantic Division. He is a capable pilot and an exceptional leader and tactician. He expects nothing but the best from his men and comes down hard on anyone who fails in their duties or lacks initiative. Judge Travis uses the Harbour Squad Judge statistics on page 85.

GROUND FLOOR

The ground floor has a large check-in area where all incoming and outgoing cargo must be declared. The correct papers must be shown so that manifests can be checked and approved. The security room is situated next to the check-in area and monitors the entire facility. From the security room, Judges can access the small armoury. At the rear of the building is a second doorway where anti-grav chutes and a stairwell provide access throughout the tower.

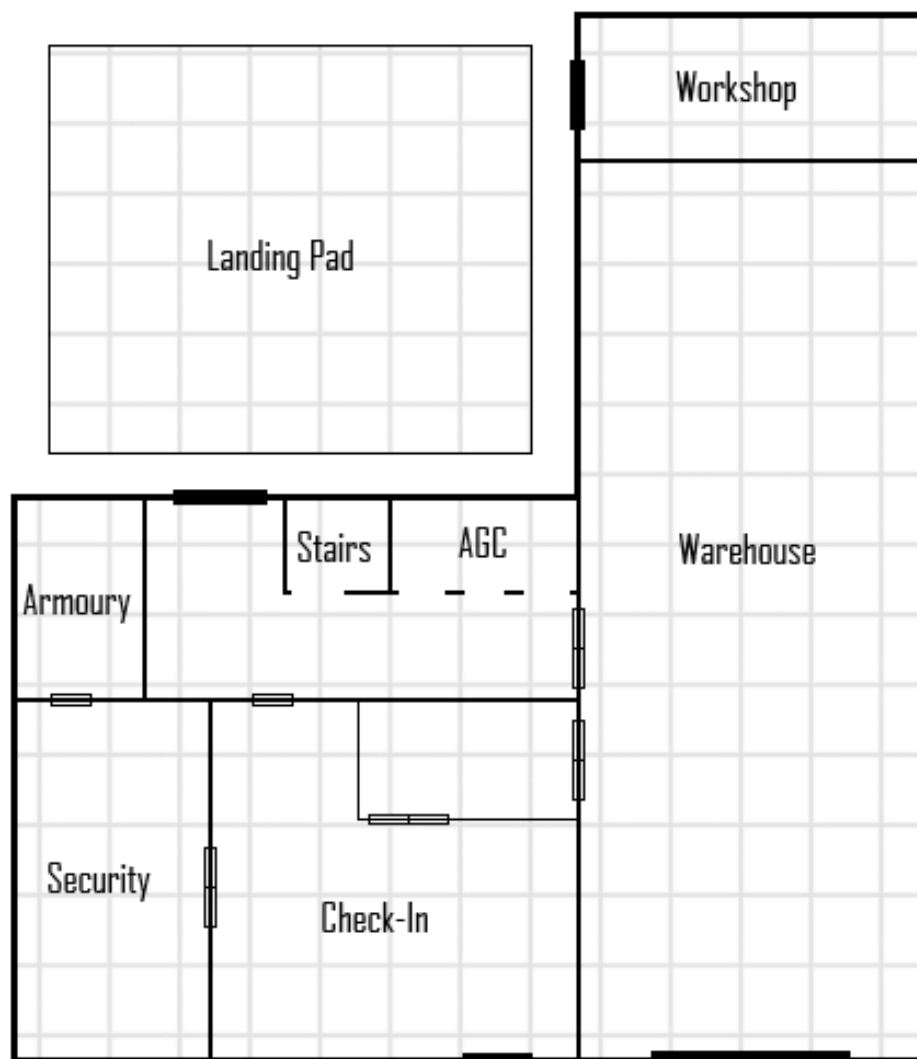
The check-in area also leads to the warehouse via a secured plexiglass passageway allowing goods to be carried between the buildings. Larger crates are transported using lifters and cranes that have direct access to the warehouse.

To the rear of the warehouse is a workshop used by Tek Judges to maintain the A-Wagons and Gunboats. Any work carried out on these vehicles is usually done in-situ using mobile equipment. Occasionally boats are lifted out of the

Dock House 13

Ground Floor

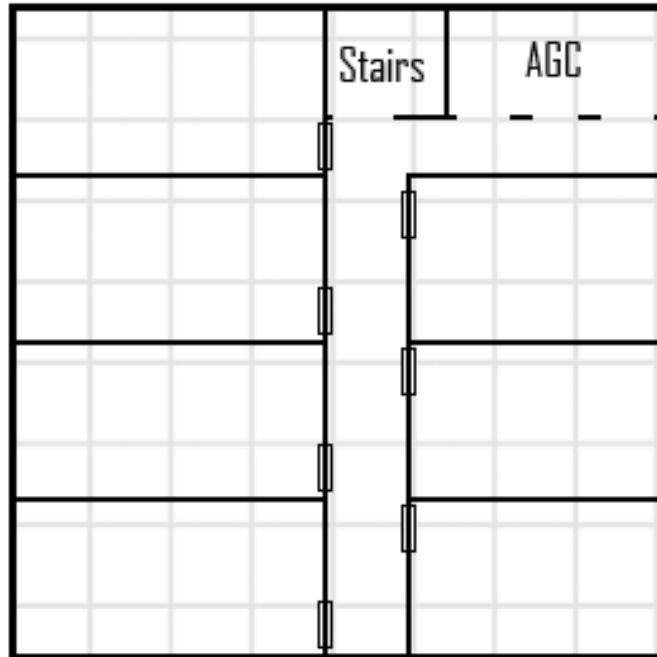
SECTOR 13



2m

Dock House 13

Upper Floors



2m

water using grav units and are moved to the landing pad where they can be worked on.

UPPER FLOORS

The upper six floors all have the same layout but are used for different purposes. Floors 1, 2 and 3 house the Harbour Squad, Ocean Patrol and Black Sky Patrol respectively with the rooms allocated to offices and briefing areas. Each of these floors also has a control room for monitoring the area that department is responsible for. The Immigration Division has two offices on the second floor, sharing it with Ocean Patrol. The top three floors are used for dormitories and senior staff quarters.

ACCOMMODATION

There are numerous places to live and stay in Sector 13, from slums to luxury-blocks. This section lists the most notorious establishments that all Judges should be aware of.

THE FRY HOTEL

Named after the venerated British celebrity, Stephen Fry, this is an upmarket hotel that caters to the needs of the wealthier visitors that come to Sector 13. It is most famous for its library of historical literature that is popular with the more cultured citizens.

Even with its high class of clientele The Fry Hotel is no stranger to crime, attracting executives and magnates from many industries. The Credit Squad makes frequent visits to The Fry Hotel investigating numerous frauds, scams, tax evasions and other such crimes.

ONE NIGHT STAND

The One Night Stand is a well-known rooming house that attracts many of Sector 13's seedy and criminal elements to conduct all manner of 'business arrangements'. The establishment is constantly under new management - most owners support and encourage the low-life creeps that

SECTOR 13



frequent the building with many of them embroiled in their own illegal activities such as racketeering, pimping and black market dealing.

RAINBOW TOWERS

Rainbow Towers is a small plush conapt for wealthy citizens comprised of seven storeys. The top four floors, named Jeffery, Rod, Jane and Freddy provide luxury apartments for roughly 1,000 people. Below this is the George Floor that provides a number of entertainment facilities including several glamorous night clubs, a dream palace and a small dramatorium that attracts top plays and performers. At ground level is the Zippy Floor that largely consists of a shopping mall catering to every need of the Rainbow Towers tenants.

The basement (known as the 'Bungle-zone') spans two sub-levels and houses the power generators, janitor and maintenance facilities, storage areas and secure vehicle parking. Unlike the basements in larger city blocks, the Bungle-zone is well-lit and, for the most part, is free of criminal elements.

All entrances to Rainbow Towers require security keys and access codes. City-Def units and armouries are located on the roof and in the basement to provide maximum protection. These security measures are important to the Rainbows (the nickname given to all the Rainbow Towers residents) since the building has become a favourite target of many jealous city blockers and gangs to attack, rob, deface and vandalise.

LEISURE FACILITIES

This section lists some of the most popular entertainment establishments. Popularity usually attracts all kinds of creeps and perps and the leisure facilities in Sector 13 are no different.

ALIEN NATION

Alien Nation is a large shopping mall containing numerous shops, restaurants and other facilities all aimed at the alien population of Sector 13 and neighbouring sectors. Some of the more unusual alien races have certain dietary requirements or other special needs such as clothing and healthcare. If there is a shop that caters to these needs then it is most likely to be found in Alien Nation.

Although the majority of aliens soon become law abiding citizens after their initial period of adjustment, criminals are by no means exclusive to humanity. Most alien related crime that happens in Sector 13 either takes place in Alien

Nation or has some connection to the mall, from buying the necessary equipment to meeting the right contacts. Alien juve gangs also hang out in the mall. Some are just bored and are looking for a distraction whilst others see the potential for pick pocketing, stealing and mugging.

Sector House 13 always assigns at least one patrol to Alien Nation to help keep the alien population in line. The Alien Bureau also spends a lot of time here showing new citizens around and monitoring those recently accepted as Mega-City One citizens.

CRAZY JOE'S DINER

Joe is not crazy as his name might suggest. In fact he is a shrewd businessman who has successfully built up a small chain of themed diners. Each diner has a different theme from the classic American diner with neon lights and retro furniture to the rather unusual 'jungle experience' where patrons sit on tree trunks surrounded by exotic plants. As Joe's motto proclaims, 'Crazy Joe's Diner: Experience food the way you want to!'

With such a varied choice of themes and locations, Crazy Joe's attracts people of all backgrounds. No major incidents have occurred at any of Joe's diners but several Judges are known to keep an eye on these establishments, expecting the worst.

CRAZY JOE

Joe is rumoured to have spent time in a Psycho Block but this is just a marketing ploy he uses to drum up interest and spread the word when a new diner is opened. Joe is constantly thinking of new and crazy themes to build his diner empire and he still enjoys working the diners, spending a few nights every week in one of his establishments.

Str 7 (+0), Dex 7 (+0), End 7 (+0), Int 8 (+0), Edu 6 (+0), Soc 8 (+0)

Skills: Broker 1, Carouse 1, Melee (blade) 1, Persuade 2, Trade (chef) 1.

Equipment: None.

FATTIE ARBOOKLES

This nightclub was specifically designed to meet the needs of the fatty craze back in 2102. Although fatties are less common these days, there are still enough of them to keep the nightclub in business. The establishment is built with wide access ramps to accommodate bellywheels and has combined parking zones and seating areas where the fatties can socialise. Lifts transport patrons between the four levels, each pumping out various genres of music and serving various types of food and drink from automated vending facilities and robot-staffed canteens.

Entrance to Fattie Arbookles is free, making its vast profits from food sales. 'Happy hours' are particularly popular and feature all-you-can-eat buffets for a relatively low cost. However, the quality of food matches its price. Happy hours are notoriously dangerous as patrons zoom around on their bellywheels to scoff down as much food as they can. Fights are also commonplace as patrons fight over their favourite foods.

In order to meet the high demand for food consumption and provide competitive prices, ingredients are often purchased from dubious sources and there have been several cases of mass food poisoning. Judges are frequently called to this establishment, assisted by Med Judges, to quell the food stampedes and attend to the sick and apprehend violent patrons.

LEGENDS NIGHT CLUB

Legends is a popular nightclub with different themed nights featuring the music of various 20th Century rock legends and pop artists. It is usually a busy establishment and on nights that feature especially popular bands it is packed to bursting point.



Crime here is relatively low unless there is a Jon Bon Jovi or Bruce Springsteen night. This obviously attracts huge crowds from the respective blocks of the same name and it is not uncommon for gangs from rival blocks to turn up and start trouble. What starts out as small-scale brawls often turns into a huge fight – if JBJ block or Springsteen block become aware of such inter-block fighting, then more will come to join the fun. The Sector House keeps close tabs on Legends and if any potentially antagonistic music is planned, a number of Judges will be assigned there for their shift.

POOKIE'S CASINORAMA

The Casinorama drew the attention of many Judges when it first opened. However, after numerous investigations no illegal activity was found to be taking place but it is under regular observation by several Judges.

Patrons can take part in any of the games that are reminiscent of those found in 20th Century casinos. However, since gambling is illegal the customers never actually win anything, so no actual gambling per se is taking place – the patrons are really just paying to play games. The 'betting' is done with chips of various denominations, which can be purchased from booths and servo-droids inside the Casinorama.

For many individuals with a love of gambling, the Casinorama provides a good way to satisfy some of their craving without breaking the law. Although they do not get any richer, the act of winning is often enough to add a little excitement to the day.

Numerous servo-droids tend to the customers' needs by supplying drinks, snacks and betting chips for a modest fee. All the games are run by specially programmed gaming-bots, each with a different personality. Every few hours the gaming-bots move to a different table to add some variety to the games – playing black jack with an optimistic droid is a very different experience to playing with a sore loser.

Several Judges suspect that patrons place secret bets on the outcome of the games but no proof has been found as yet. However, as Pookie's Casinorama increases in popularity, more gamblers are likely to participate in illegal activities and draw the attention of perps and Judges alike.

POOKIE

Pookie is the creator and owner of the Casinorama. His love of gambling has earned him two short iso-cube sentences and his passion eventually gave him the idea for the Casinorama. Pookie is a short individual with thinning hair and beady eyes. He has a friendly demeanour and welcomes anyone who enters his establishment but it is also clear that he is a perceptive and clever individual.

Str 5 (–1), Dex 7 (+0), End 6 (+0), Int 10 (+1), Edu 7 (+0), Soc 8 (+0)

Skills: Carouse 1, Deception 1, Gambler 3, Streetwise 1.

Equipment: None.

ROBOT EMPORIUM

Robot Emporium is one of the largest robot warehouses in the sector, selling new and reconditioned robots to meet every need. A large showroom displays all the robots currently available, from the latest model servo-droid to faithful old robodogs. Situated behind the showroom is a storage facility for boxed droids and a large workshop where second-hand robots are repaired and reprogrammed.

The Emporium has recently earned a poor reputation after a number of the reconditioned robots attacked the superior



newer models. The robot battle that ensued caused massive damage to the warehouse and a number of civilians were caught in the crossfire. Investigations revealed errors introduced during the reprogramming bypassed some of the robots' safeguards. With the blame resting firmly on the technicians' shoulders they were arrested and the owner, Lucas Lance, was absolved of any responsibility but ordered to improve the reprogramming procedure and instigate checks on his employees for their skills and qualifications.

LUCAS LANCE

Lucas is a businessman and knows very little about robotics. Lucas is always well dressed in a sharp suit and a salesman's smile. Recent events would indicate that he employs low-grade technicians on low salaries to maximise his profits.

Str 6 (+0), Dex 7 (+0), End 7 (+0), Int 8 (+0), Edu 8 (+0), Soc 9 (+1)

Skills: Broker 3, Deception 1, Persuade 2.

Equipment: None.

SILVERBRAND SPEEDWAY

Silverbrand Speedway is a dedicated racetrack that caters to a variety of speedsters, bikers and powerboarders. The vast racing arena can be configured in a number of different race circuits and usually operates two separate tracks but both can be connected into one huge track if required. Fake buildings can also be raised on hydraulic rams to create an urban environment that is popular with many patrons.

When configured as two circuits, each one usually caters to a specific type of vehicle or race, so dragsters might be battling it out on one track whilst bikes race on the other. When the arena is configured as one giant circuit, it is usually for mixed vehicles and special events, of which there are many throughout the year.

Silverbrand was an immediate success when it opened four years ago and inevitably attracted the gang cultures associated with all forms of vehicles and racing. Some of these gangs are harmless but strong rivalries exist between many of them. Many groups also engage in a number of illegal activities, especially various types of drugs. The Silverbrand Speedway has become a regular patrol for Sector 13 Judges and a Pursuit Squad is usually nearby should any of the creeps try to leave the race track and make a run for it.

CRIME HOT SPOTS

Since the devastation caused by the Apocalypse War, there are still many dangerous areas in Sector 13. Areas that were rebuilt have also attracted some of the criminal elements

of Mega-City One. Some of the most notable areas are detailed here.

THE FORTRESS

This area took moderate damage during the Apocalypse War and many buildings still remain in various states of disrepair. After the war, many citizens fled the area but others had nowhere to go or were unwilling to do so. The gangs also remained, seizing the opportunity to control larger territories. In order to survive citizens were forced to form their own gangs or pledge allegiance to whoever ran their neighbourhood.

As gang rivalries increased, homes were fortified and blockades were erected to defend against incursions from opposing gangs. The area, which covers several kilometres, soon became known as 'The Fortress'. Access in or out of The Fortress is difficult and dangerous, as is life within its boundaries.

It is not uncommon for perps to risk hiding out in The Fortress to escape the reach of the Justice Department. The Justice Department currently lacks the resources to re-establish control of this war-torn gangland but some Judges have been known to bravely enter the district in search of their prey.

MOSS SLUMS

The Kate Moss luxury-block is no different to other buildings of its type. However, outside the luxurious apartments is one of the worst slum areas in the entire sector. What started as a few homeless beggars hoping to make a few credits grew into a shanty town that now surrounds the building and has spilled into several neighbouring streets, attracting the homeless and the destitute. With so many people and no credits, the conditions here soon deteriorated into the slum it is today.

Crime is rife in the slums with the citizens resorting to any means to make money. From pick-pockets to burglars, anyone and anything is fair game in the Moss Slums. Individuals sell their bodies (or parts of their bodies) to anyone willing to pay for them. Illegal immigrants and muties also exist here in great numbers – the conditions might be poor but it is easy to become lost in the throngs of the homeless and shanty streets.

More recently, a new power has emerged in the Moss Slums and the dark figure known as Papa Dog is now said to be running the neighbourhood. Papa Dog is detailed on page 116.

Not surprisingly, the appeal and consequently the value of these apartments soon plummeted once the shanty town had become a permanent fixture. Access to the apartments in the Kate Moss block can only be gained via the upper levels.



The ground floor doors have all been permanently sealed to prevent the so called 'slummies' from gaining access and bothering the tenants.

THE SINK HOLE

Situated by the river, this small area housed three city blocks, a number of conapts and other small buildings. The entire district was severely damaged during the Apocalypse War, completely destroying two of the blocks and damaging the surrounding foundations that caused the roads and buildings to sink. Some buildings collapsed leaving only the upper levels intact, whilst others lost the top sections as the structures toppled. The area is strewn with rubble and the buildings that remain are unstable but amazingly many people still live here. The roads are cracked, uneven and full of obstacles making it difficult for land-based vehicles to negotiate.

The Sink Hole is a hazardous place to be and it is not uncommon to see debris falling from one of the buildings - some citizens here even wear hard hats when walking the streets. However, there are several groups who have made efforts to strengthen their homes by adding structural supports of varying quality.

Like any run-down neighbourhood, crime is rife in the Sink Hole. Building security is lax with many apartments lacking windows, doors and even walls. Many of the homeless and illegal immigrants come here to find shelter, only to get caught up in the criminal life that pervades the streets or find themselves the target of one of the local gangs.

PERPS, GANGS AND KINGPINS

This section lists known and suspected perps. These personalities can be chosen as Enemies and Rivals for Judges (with the Referee's permission) and can also be used as the antagonists for encounters and campaigns. Many of these individuals and gangs are under observation or investigation by the Justice Department but no evidence against them has been found as yet. Other personalities listed here are those perps who have served their sentence in iso-cubes but continue to be monitored.

BLACK HAND GANG

The Black Hand Gang is a group of alien juves from a variety of worlds. Their motif is a white square with a black three-fingered hand print, which all members proudly display on the back of their jackets. They mainly hang out in Alien Nation, getting in people's way and generally causing a nuisance. However, they rarely commit any enforceable crimes but any Judge assigned to patrol the Alien Nation shopping mall is briefed on these individuals as they have been known to get out of hand from time to time.

Str 5 (-1), Dex 8 (+0), End 5 (-1), Int 6 (+0), Edu 4 (-1), Soc 6 (+0)

Skills: Deception 1, Melee (unarmed) 1, Streetwise 2.

Equipment: None.



CHUBBY NIMMO

Chubby Nimmo is a large mutie who is often been mistaken for a fatty. However, his size comes from a genetic mutation rather than from Flabbon. Although Chubby can move without the aid of a bellywheel he finds them a useful method of transportation and has modified his own, incorporating a motor to increase his top speed.

Chubby has committed no crimes other than contravening the Genetic Purity Act and resisting arrest. The prospect of being exiled to the Cursed Earth is not appealing to Chubby and he is determined to remain in Mega-City One. Mutant Control is always on the lookout for Chubby but the fact he can pass as a fatty has enabled him to elude capture. On the few occasions he has been spotted, Cubby has managed to escape on his modified bellywheel.

Str 7 (+0), Dex 7 (+0), End 10 (+1), Int 7 (+0), Edu 6 (+0), Soc 6 (+0)

Skills: Deception 1, Drive (wheeled) 2, Melee (unarmed) 1, Stealth 1, Streetwise 1.

Equipment: Motorised bellywheel.

EVE O'DELL

Eve is a registered psion suspected of having criminal associates. Psyker-Unit has been tracking her for several months but as yet have not been able to confirm any criminal activity. However, there is a good chance she is aware that she is under observation as she has eluded the Psi Judges on numerous occasions. She has visited the docks on a number of occasions so could be involved with a smuggling or perp running operation.



Str 5 (-1), Dex 8 (+0), End 6 (+0), Int 7 (+0), Edu 6 (+0), Soc 7 (+0), Psi 8 (+0)

Skills: Deception 1, Drive 0, Stealth 1, Streetwise 1.

Talents: Clairvoyance 2, Telepathy 1.

Equipment: None.

KILROY ROBINSON

Kilroy is the managing director of a large shipping company called Robinson Freight based down at the docks. The company has come under suspicion of perp running and smuggling but investigations by both the Harbour Squad and Credit Squad have failed to provide any evidence of foul play. Robinson Freight continues to be monitored by the Harbour Squad and Judges now suspect that Kilroy uses a second company or other contacts to make any illegal transfers before his vessels arrive at the Sector 13 docks.

Str 7 (+0), Dex 7 (+0), End 7 (+0), Int 10 (+1), Edu 8 (+0), Soc 8 (+0)

Skills: Broker 3, Comms 0, Deception 2, Drive (water) 1, Persuade 3.

Equipment: Hand Communicator.

NINA HANDS

Nina is a mutie with three arms. Attached to her left shoulder the third limb looks and operates as a normal arm and she uses her additional appendage to great advantage. Nina is able to hold three pistols and aim them all independently, making her a very dangerous adversary. She is well known to Judges and criminals alike for carrying out contract killings, assisting in armed robberies and providing bodyguard services to crime bosses.

Nina is wanted on multiple counts of murder and is thought to be hiding out in The Fortress. Several Mutant Control Judges have gone in to hunt her down but they were unable to discover her hideout.

Str 8 (+0), Dex 10 (+1), End 9 (+1), Int 7 (+0), Edu 4 (-1), Soc 1 (-2)

Skills: Drive 0, Gun Combat (energy pistol) 2, Recon 2, Stealth 1, Streetwise 1.

Equipment: 3 x Laser Pistol (3d6+3), Pad Armour (4).

PAPA DOG

This mysterious individual claims to be king of the Moss Slums. His identity is unknown but anyone living in the slums knows he is the boss. Papa Dog owns everyone in the slums and runs all the rackets. Whatever crime or extortion occurs within his domain, Papa Dog expects his cut and anyone failing to pay their dues *gets cut* – the first slice is a warning and should anyone forget the scar across their face and cross him a second time, the next cut Papa Dog makes is always fatal.

The mere mention of Papa Dog is enough to instil fear into most slummies. Scarred victims are always around serving as a reminder that Papa Dog is king of his domain. The fact that no-one has ever seen him, save for the shadowy figure wielding a large knife to dispense his own form of justice, makes him all the more terrifying.

It is unknown exactly how many underlings Papa Dog has but his men have a number of hangouts where people can come to make their payments to the boss. The locations change frequently but those who owe Papa Dog will always find out where they need to go for fear of getting cut or killed. Very few of Papa Dog's people claim to have actually met him face to face but it is clear they fear and respect him.

Str 9 (+1), Dex 8 (+0), End 10 (+1), Int 7 (+0), Edu 4 (-1), Soc 6 (+0)

Skills: Deception 1, Melee (blade) 2, Recon 1, Stealth 3, Streetwise 1.

Equipment: Blade (2d6), Thermal Masking Suit (2).

RAY ECKLEY

Ray is a small-time drug dealer who has been under observation by operatives in the Wally Squad. Agents are currently attempting to infiltrate his growing network to discover his suppliers and take down the large drug ring known to be operating in the sector.

Str 7 (+0), Dex 8 (+0), End 8 (+0), Int 7 (+0), Edu 6 (+0), Soc 7 (+0)

Skills: Broker 1, Deception 2, Drive (wheeled) 1, Melee (blade) 1, Persuade 1, Stealth 1.

Equipment: Pad Armour (4), Las-Knife (1d6).

SECTOR 13 SKYSURFERS

This small gang of young individuals are extremely skilled powerboarders. For the most part they are law abiding citizens who frequent the Silverbrand Speedway. However, when boredom eventually gets the better of them they take to the skies, race the megways or speed around the blocks and malls of Sector 13. Most of the gang have been fined at least once and several of them have been sentenced for dangerous driving.

Str 5 (-1), Dex 8 (+0), End 5 (-1), Int 7 (+0), Edu 4 (+0), Soc 6 (+0)

Skills: Carouse 1, Flyer (personal) 2, Streetwise 1.

Equipment: Powerboard.

WRAITH

The identity of this master thief is unknown but his deeds have made him something of a celebrity to many citizens

in Mega-City One. The media first called him the 'Wraith' and this name has stuck. Whoever the individual is, he is extremely proficient at his job. The Wraith is believed to be responsible for the theft of many rare and valuable items throughout Mega-City One, several of which have been from wealthy citizens in Sector 13. Any Judge who manages to track down and apprehend the Wraith would earn much respect from his peers.

Str 6 (+0), Dex 11 (+1), End 5 (-1), Int 9 (+1), Edu 7 (+0), Soc 8 (+0)

Skills: Athletics (co-ordination) 2, Engineer (electronics) 2, Flyer (personal) 1, Recon 1, Stealth 3.

Equipment: Bat Glider, Chameleon Suit (1), Claw Grapple, Lock Hacker.

CONTACTS AND INFORMERS

This section lists a number of known contacts, informers and other citizens known to provide assistance to the Justice Department. These personalities can be used as Allies, Contacts or Informers for both players and Non-Playing Characters.

BRANDON ARKWRIGHT

Brandon is a mechanic who runs a small workshop called 'Arkwright's Auto-Repair' near the Silverbrand Speedway. He specialises in performance tuning cars and bikes for racing on the track. Invariably, some of his customers take the racing outside the Speedway and some perps have been known to use his services to improve getaway vehicles. Brandon knows many of the speedster and bike gangs and can give details on many of their vehicles.

Brandon is frequently visited by Judges to provide information on suspects and their vehicles. Even if Brandon has not worked on the vehicle in question there is a good chance he will know someone who has.

Str 8 (+0), Dex 8 (+0), End 9 (+1), Int 7 (+0), Edu 6 (+0), Soc 8 (+0)

Skills: Drive (wheeled) 2, Engineer (electronics) 1, Mechanic 2, Streetwise 1.

Equipment: None.

CASEY GREEN

Casey is a petty crook who has had dealings with many gangs and criminals over the years. He has served several sentences in Iso Block 13 but is now doing his best to stay on the straight and narrow. His contacts in the underworld make him a good contact for Judges investigating other perps.



Str 6 (+0), Dex 7 (+0), End 8 (+0), Int 7 (+0), Edu 7 (+0), Soc 9 (+1)

Skills: Carouse 1, Deception 1, Stealth 1, Streetwise 2.

Equipment: None.

FELIX VANCE

Felix owns a small stall near the Moss Slums selling trinkets and locally crafted curios. Although many consider his goods to be worthless junk, he has been trading for nearly 30 years so he sells enough to make a modest living. However, his main reason for running his stall is that he loves to watch the hustle and bustle of the city and in his current location he sees people from all walks of life.

Felix also loves gossip and is always exchanging stories with his customers and passers-by, as well as eavesdropping on anyone who happens to be within earshot. He is a goldmine of information but he has a tendency to answer every question with a short story, a quirk that irritates many Judges.

Str 6 (+0), Dex 5 (-1), End 6 (+0), Int 8 (+0), Edu 6 (+0), Soc 9 (+1)

Skills: Carouse 3, Diplomacy 1, Persuade 1.

Equipment: Walking cane.

GVORKESH NARDIL

This peculiar alien is from an aquatic race known as the Finnar. Gvorkesh spends much of his time in the uncovered sections of the Delaware river that run past the Sink Hole. He is seemingly immune to the many pollutants and thrives in the murky water. When he is not swimming, Gvorkesh spends his time in Alien Nation where he knows many of the locals.

Gvorkesh is a friendly individual and is well-known by many regulars in Alien Nation and also the citizens of the Sink Hole for his swimming activities. His many contacts throughout Sector 13 have made him a useful source of information for Street Judges and the Alien Bureau.

Str 7 (+0), Dex 8 (+0), End 9 (+1), Int 6 (+0), Edu 6 (+0), Soc 10 (+1)

Skills: Athletics (co-ordination) 1, Carouse 2, Streetwise 2.

Traits: Aquatic.

Equipment: None.

HARVEY FLETCHER

Harvey is a juve who has had several run-ins with the Justice Department for minor misdemeanours. He is an orphan who can seemingly come and go from The Fortress and other criminal havens as he wishes. Some Judges believe he has secret ways in and out of these dangerous areas and others assume that he is simply not perceived as a threat and left to his own devices. However he manages it, Harvey has a knack for gathering information that he sells to anyone who is buying.

Harvey will sell his knowledge to Judges but will only do so in secret. Should anyone discover that he helps the Justice Department, his privileges would soon be revoked. Any Judge seeking Harvey knows that he often frequents the Chinese themed Crazy Joe's located near the Kate Moss lux-block.

Str 5 (-1), Dex 7 (+0), End 5 (-1), Int 6 (+0), Edu 4 (-1), Soc 9 (+1)

Skills: Flyer (personal) 1, Stealth 2, Streetwise 3.

Equipment: McKenzie Extreme Powerboard.

LEON TAPPER

Leon is addicted to gambling. From playing cards to betting on races, if Leon can gamble on something he will. Having served two sentences in Iso Block 13 and paid numerous fines for petty gambling, Leon still finds it difficult to turn down a bet. However, knowing that repeat offences usually carry longer sentences he does his best to fuel his habit without breaking the law by buying a Megalot ticket every week and paying frequent visits to Pookie's Casinorama.

Leon is known to many crooks, gamblers and gangs with frequent invitations to join illegal games and gambling sessions. His many run-ins with the law has made him a known perp to many Judges in Sector 13 and he has been used as an informer on a number of occasions. However, if used too often his allegiance to the Justice Department will not only prevent future invites but will most likely find him dead.

Str 6 (+0), Dex 8 (+0), End 6 (+0), Int 9 (+1), Edu 7 (+0), Soc 9 (+1)

Skills: Carouse 1, Deception 1, Drive 0, Gambler 3, Streetwise 2.

Equipment: None.

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