



SOMETHING SPECIAL

by Hugh Tynan

I was extremely impressed when I first read the *Judges Manual* for the *Judge Dredd Roleplaying Game* and enjoyed my initial crime-fighting immensely (it made a change to be a 'goodie' for once - if you played with my AD&D GM you would know what I mean!). I remember the thrill of choosing and using my first special ability - Crack Shot. The idea of acquired skills appeals strongly to me, and I consider it much more rewarding than simply going up a level and altering Hit Rolls minutely. At the moment I enjoy Judge Dredd more than any other game and look forward to many happy hours blasting the BLEEP out of Mean Machine Angel and Judge Death. But the GM in me revels in creation even more, so here are some new, enticing, exciting, beautiful, sexy even, thoroughly play-tested Special Abilities!

If you, unlike me, start foaming at the mouth at the mention of expansions and refinements, allow me to present some justification. I do not presume to improve on anything that already exists in the JD game system, but, as I said above, I am of such a disposition that I have to be tied down to prevent my churning out NPCs by the dozen. Besides, my players (I GM as well) cry out for them (after I promise them 20 EPs each and threaten Initiative reductions, of course!)

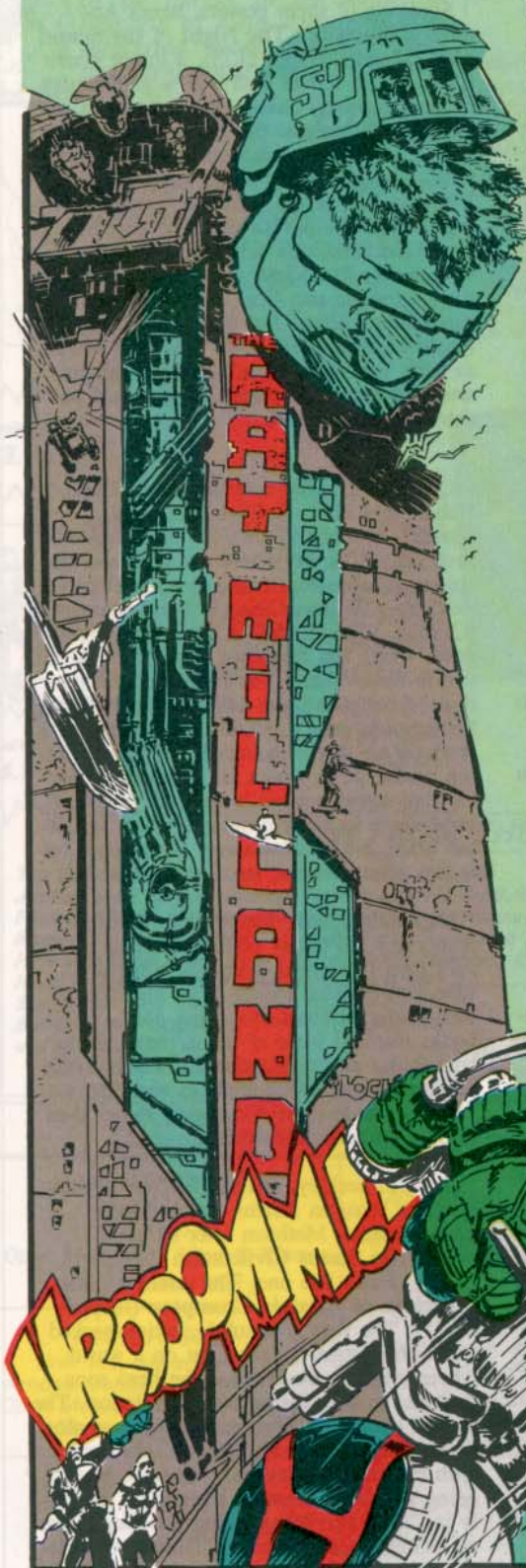
Anyway, here is my main argument.

"One day, Judge Dredd was strolling down the Pedway, chewing his Umpty gum and turning a blind eye to the deposits which Walter was decorating the gutter with. Suddenly he turned a corner and Whoa! - there was another

street stretching out in front of him! Incidentally, a Heavy Metal Kid robot was standing there also and grabbed our hero in his massive iron hand. As the giant industrial robot clubbed the struggling Judge, Dredd wished that he could recover quickly enough to attempt an escape but, alas, he couldn't

"When he came to, the Heavy Metal Kid told him he was being taken to Call-Me-Kenneth, Dredd's personal brain care specialist. He tried to punch the robot in the optical sensors, but hit too weakly to do any damage. Dredd thought how nice it would be to be able to have more effect with his fists. Luckily, after rolling 1 on D10000000, the GM ruled that the robot dropped him away, just as they reached Call-Me-Kenneth in his house at city bottom. C-M-K escaped on a hoverboard and Dredd shot at him, wishing he could estimate the movement of the board but He leapt onto a scooter and gave chase. C-M-K shot back at him, and Dredd wished he could avoid the shot while on the scooter, but he couldn't and the bullet punctured the front tyre. Dredd then wished (does Dredd have a ring of three wishes?) that he could drive along on the back wheel but no, you guessed it, he couldn't and he fell off *just* as a futsie took a shot at him from the watching crowd. The shot grazed his shoulder and Dredd wished he could have some kind of warning about these things. He got to his feet and ran after the futsie, as Call-Me-Kenneth had disappeared by now.

"Unfortunately, JD lost the perp in a crowd. He wished he was a better chaser. Suddenly a nearby mushroom



exploded and Dredd's face came out in lumps. He wished he was more resistant to disease, but he wasn't and unfortunately he died!"

From the above, you can be sure that if Judge Dredd's GM had read this article there would have been more fun for all, more hair-raising escapes, more grotesque revenge plots, instead of a totally inglorious ending. This article contains details on special abilities that would have allowed Dredd to do everything he wished he could do in the example above. And more as well! *Read on, Rookies!*

New Special Abilities

Note! You should read and understand Chapter 6 - Experienced Judges in the Judges Manual before you read this. Abilities marked with a star may be chosen twice to get double the benefit - see Chapter 6.

Initiative-based Abilities

1. Recover Quickly

The Judge with this ability is exceptionally robust and doesn't get laid out very often! Whenever a roll for damage from gunfire or a hand-to-hand blow produces Stuns as a result, you may deduct 1 from the number of those Stuns. This means that a roll of 3, with no effect modifiers, normally causing 1 stun and a D6 Initiative loss, would not Stun the Judge at all, although the Initiative loss would still apply. Also, if the Judge is Knocked Out, instead of rolling a D10 to determine how many Combat Rounds he or she remain unconscious for, you may roll a D6!

2. Two Heads

The Judge with this ability has two heads. He will thus be denounced as a mutant and exiled from the city. This is a great way to get rid of a Judge you don't like!

Combat Skill Based Abilities

1. Strong Strike

This ability is similar to Knock Out. It allows the Judge to add a +1 effect modifier to all hand-to-hand blows, so that a fist, which normally has an effect modifier of -1, has no penalties at all, and a knife, usually with a +1, has +2 effect modifier instead!

2. Follow Moving Target

Judges with this special ability have spent many long hard hours down at the firing ranges, working on their shooting skills. The time spent has paid off, and, due to a great skill at judging a moving target's speed and trajectory, these Judges can shoot at a running perp or moving vehicle without the normal -10% penalty for each Action they move their weapon before they fire. It doesn't matter how many Actions they have to spend moving the gun, there is still no penalty, although obviously if the target changes course abruptly they have to start again.

Drive Skill Based Abilities

1. Avoid shots

The Judge who chooses this special ability has a chance of dodging any shots fired at him or his vehicle by someone in front of him. If the vehicle is a one or two seater ground or hover vehicle that weighs less than a tonne, and the shot is fired by someone over 10 metres away and from a position in a 90 degree arc in front of the Judge, then the attempt may succeed. The Judge need not have any free actions; the whole move is part of a drive action. To avoid the shot, just roll a number equal to or less than the Judges drive skill - this signifies success and it can be assumed that the Judge jerked his or her vehicle out of the way of the shot, but remained roughly on course. If the roll fails, the shot will hit a random part of the vehicle, and the GM may decide to make the player roll for Control Loss.

Note: The Judge must normally have been watching the person who makes the shot, although there is a slight chance that he might notice the person with the gun in time - this is up to the GM to decide according to the amount of people nearby, etc.

2. Lawmaster 'Wheelie'

This ability can be a very useful one. It allows the Judge to jerk his or her Lawmaster up onto the back wheel and drive along on that, with only a slight (10%) reduction in speed. This has the advantage of shielding the rider and the rest of the Lawmaster from any shots from straight ahead with the large, bulletproof tyre. The rider can still see where he or she is going and all Lawmaster functions work as normal. The attempt to 'wheelie' works automatically, but if the Lawmaster hits any obstruction (a kerb, sign, etc) a roll should be made for Control Loss.

Now for the good bit: If you collide with a perp while on the back wheel, the Lawmaster's front wheel will return to the ground (this will cost one action - if the next action is over two phases away, a roll should be made for Control Loss), the perp will be knocked to the ground and the Lawmaster will run over him, causing 1 random hit with a +1 effect modifier.

Technical Skill Based Abilities

1. Recognise Vital Spot

This ability allows the Judge to find a spot on any robot, spaceship, vehicle or other mechanism where a single, direct, General Purpose shot will completely disable that item. He can also direct other Judges, perhaps with a higher CS, to shoot at this spot; in such instances the vital point is always treated as a small target, regardless of the size of the whole, so that a successful small target shot will destroy the item. The chance of the Judge finding such a spot is equal to his Technical Skill as a percentage (it is assumed that all robots, vehicles, etc, have such a weak

spot, even war droids and battle-cruisers). It takes a really good Judge to find it sometimes - but the GM can always change this if he thinks the Judge needs a break. If the roll fails once, it cannot be attempted again, and the attempt cannot be made as a part of any other action. The effect of a successful shot on this point will vary at the GMs discretion, but the item should *always* cease functioning. This may be repairable - alternatively, the item could be blown to pieces!

2. Access ★

This very basic, but highly useful ability enables Judges to add 10% to their chance of using a radio successfully when rolling against Tech Skill as a percentage. This 10% bonus also applies when accessing MAC or Barney.

Street Skill Based Abilities

1. Sense Aim

This ability confers a rather remarkable skill; the Judge is sometimes able to sense when a perp is aiming a weapon at him! Whenever some nefarious person is performing an Aim Action with the Judge as the target, the GM will roll in secret to see if the Judge senses this. The chance of success is the Judges Street Skill minus the distance from the weapon in metres, rolled as a percentage. The GM should then say something like "You feel that prickling sensation at the back of your neck, and you realise that someone is aiming at you!"

For example, Judge Collins is standing on a street corner, watching citizens go about their business. Unknown to him, a perp is aiming a laser rifle at him from a window 20 metres away. The GM subtracts 20 from Collins' Street Skill - 52 - and rolls a D100. A roll of 32 or less means Collins senses the aim, and the GM rolls 27. Collins starts feeling very uncomfortable about something. He has experienced this sensation before and dives for cover behind a parked roadster, just as a laser beam streaks out from a window in the Davy Byrne block behind him and hits the pavement where he stood a split second ago

2. Pursue Perp ★

Occasionally, when a Judge is chasing a Perp, he or she may lose them in a crowd or around a corner. The chance of keeping tabs on the perp is usually the average of Initiative and Street Skill scores rolled as a percentage. With this ability however, you may add 10% to your chances of successfully keeping after him.

It is quite possible you people may disapprove of some of the conditions I have put forward, so if you, gentle reader (Don'tcha hate being called 'Gentle Reader'?) think I have done something in the wrong way or have created some profound inanity, remember I present these new special abilities only as suggestions, albeit ones that work well in the Mega-City.