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 reveals 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 me 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 struggled, 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 D100000000, 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 fusie 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 fusie, 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 resis-
tant to disease, but he wasn’t and un-
fortunately 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 grotes-
que revenge plots, instead of a totally
inglorious ending. This article contains
details on special abilities that would have moved 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. **Recuperate Quickly**

The Judge with this ability is excep-
tionally robust and doesn’t get laid out
very often! Whenever a roll for damage
from gunfire or 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 In-
itiative 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 un-
conscious 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 ef-
fect 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 weapon’s speed and trajectory, these
Judges can shoot at a running
perp or moving vehicle without the nor-
mal -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 if 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 needs to have two actions; the
whole move is part of a drive ac-
tion. To avoid the shot, just roll a
number equal to or less than the
 Judges drive skill - this signifies suc-
cess 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 vehi-
cle, 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 relating 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 or Judges with a higher
CS, to shoot at this spot; in such in-
stances 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 little help. If the roll
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 spend 10% to 100% of
this chance of using a radio successfully
when rolling against Tech Skill as a
percentage. This 10% bonus also ap-
plies 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 per-
son 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
Judge’s Street Skill minus the distance
from the weapon in metres, rolled as a
percentage. The GM should then say
something like “You feel that prickly
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 car, 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.

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 problems, please remem-
ber I present these new special
abilities only as suggestions. albeit
ones that work well in the Mega-City.