

JUDGE DREDD

MINIATURES
GAME

FREE RULES PRIMER



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CONTENTS

INTRODUCTION	3
BASIC RULES	4
JUSTICE DEPARTMENT	12
STREET GANG	14
EQUIPMENT	17
STREET RUMBLE	19
FIGHTING IN MEGA-CITY ONE	20



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INTRODUCTION

Welcome to Mega-City One, a city of over four hundred million people and every one of them a potential criminal. Stretching much of the length of the 22nd Century North American eastern seaboard, Mega-City One is the most dangerous city on Earth – a serious crime takes place every second of every day. This is a city so dangerous that it demands a special breed of law enforcer. Here, there are no police, no trials and no juries – there are only the Judges. It takes fifteen years to train a Judge for life on the streets of Mega-City One. Fifteen years of iron discipline, rigid self-control and concentrated aggression. Their court is on the streets and their word is the Law.

USING THE RULES PRIMER

This rules primer provides all the basic rules for the Judge Dredd miniatures game, allowing you to get a few models together and engage in desperate firefights on the streets of Mega-City One, with Judges pitted against punks and juves!



BASIC RULES

This chapter contains all the basic rules you need to conduct fights in the universe of Judge Dredd. Once you have read through the basics of choosing actions and making reactions, you will be ready to try the first scenario, The Barko Brothers.

MODELS

All the miniatures used in Judge Dredd are referred to as models in these rules, no matter what their size. Everything from a small rat to a huge fatty or a judge in a holocaust suit is considered to be a model.

BASES AND MEASURING

Most models used in Judge Dredd, especially those of around man-size or smaller, are mounted on their own plastic bases. All measurements in the game are made from the edge of these bases.

Some larger models, such as vehicles and large aliens, do not have bases, as they are able to stand on the table without additional support. On such models, measurements are taken from the closest edge of the model's body or hull.

CHARACTERISTICS

Every model in Judge Dredd is defined by a set of characteristics showing you how well it shoots, fights in close combat, jumps over yawning chasms and other exciting things!

See page 5 for full details.

CHECKS

When using these characteristics during a game, most of the time you will be called on to make a Check. This is done simply by rolling a dice and adding (or subtracting) the appropriate characteristic.

If the final result equals 6 or more, the Check has succeeded!

If the punk above is called on to make an Agility check, to leap onto a moving mo-pad, for example, its player would roll a dice and add the punk's Agility (+0 in this case). If he rolls a 6 or more the check is successful and he clambers on board!

A roll of a 1 is always a failure, no matter what bonuses are being applied, and a roll of a 10 is always a success.

OPPOSED CHECKS

Sometimes, you will be called to make an opposed check against an enemy model. Roll a dice and add the appropriate characteristic, as for a normal check. However, the enemy model also rolls a dice and adds its characteristic, the model with the highest total wins the check. In the event of a tie, both models re-roll their checks.

THE TURN

Every battle fought in Judge Dredd takes place over a number of turns. During each turn, every player will have a chance to move and fight with all of his models. When a certain number of turns have been completed, or victory conditions have been attained, the game ends, and the victor decided!

URNS & PHASES

During a turn, one player will move and fight with all of his models – this is called his Player's Phase. When he has finished, his opponent takes over and runs through his models in his own Player's Phase.

These two Player Phases together make one complete turn in the game.

COMPULSORY MOVEMENT

Sometimes a model will be forced to move, regardless of what its player wants it to do. A psychic power may force a model to flee, for example. All compulsory movement is done right at the start of a turn, before the Player Phases, regardless of whose model it is.

ACTIONS

When a model is selected by you in a turn, it must make two actions before you can move on to another model. These two actions must be performed at this time and you are not allowed to hold an action in 'reserve' to be used later in the same turn. When you start using the Advanced Rules, you will be able to choose not to make an action with a model, and instead put it on Alert Status.

PSI

Models with access to psychic abilities have an additional characteristic.

This is the measure of the model's mental energy, and limits how many psychic powers it can use.

PSI
30

TITLE

The name of the unit.

CREDITS

The base cost of the unit. This is deducted from your allowance when creating a new force (see page 43).

TYPE

Most models are Infantry and have no special rules but others, such as Flyers, sometimes act a bit differently. This entry also defines whether a model is a Hero or Minion (see page 6), and what Level of Hero it is.

STREET JUDGE

150 CREDITS

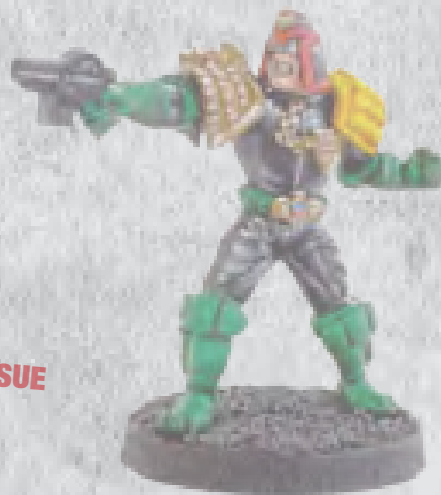
TYPE:

INFANTRY HERO

EQUIPMENT:

**BOOT KNIFE, DAY STICK,
LAWGIVER, STANDARD ISSUE
ARMOUR, STUMM GAS
GRENADES**

MOVE	5"
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	2



OPTIONS

- If the Street Judge is a Minion, it costs +10 Credits, a Widow Squad Judge for +50 Credits.
- If the Street Judge chooses any of these options, he may not ride a Lawmaster.

MOVE

The maximum distance in inches a model may be moved with a single Move action.

AGILITY

A measure of how nimble and dextrous the model is, and is used for such activities as dodging incoming fire or jumping across a gap between buildings.

MELEE

How skilful the model is in close combat.

SHOOT

How accurate a model is when shooting a pistol or throwing a grenade.

MELEE DICE

This is how many dice the model rolls when involved in close combat.

ARMOUR

This score is used to protect a model from harm – unless an armour-piercing weapon is used!

HITS

Particularly hardy models can survive several successful attacks before dropping to the ground.

WILL

How mentally tough the model is, and how well it can resist psychic powers.

Types of action permissible by any model are detailed below.

MOVE

During a Move action, a model may move any amount of inches in any direction, up to its Move characteristic. A model is assumed to be facing (keeping an eye out) in all directions at once and may make as many changes in direction as you wish during its movement.

SHOOT

When choosing a Shoot action, the model may make one shooting attack against any eligible target.

MELEE

In Judge Dredd, close combat is sometimes the only way to truly defeat your enemy, no matter how many guns you have on your side. When choosing a Melee action, a model may move any amount of inches up to its Move characteristic into base contact with an enemy model. They will then fight an immediate melee.

SPECIAL

A model making a Special action is preparing either himself or an item of equipment for special use. Some heavy or very specialised weapons, for example, require a Special action before they can be fired. A model performing a Ready action will neither move nor shoot – it stands stationary until the Special action is complete.

A model may choose to perform the same type of action twice in the same turn, or may choose any combination of the above. For example, a judge may choose to take two Move actions if he needs to cross open ground quickly. Alternatively, he may instead decide to Shoot approaching punks before making a Melee to counterattack them. If surrounded by an enemy, the judge may instead decide to take two Shoot actions.

Models that have not taken any actions for a turn are considered to be on Alert Status. In the basic game, this means they simply keep still as they watch the enemy, ready to respond to any approaching threat in their next Phase. In the advanced game, this means they can also provide covering fire.

FIRST PHASE

Many scenarios will tell you which player takes the first Phase of the game. If it does not, both players should roll a dice. The player who rolls the highest will take the first Phase.

VICTORY & DEFEAT

Each scenario you play will define how each side can win the game. This may be as simple as fighting until the opposing side panics and flees, or it may be more involved, such as getting a hostage out of harm's way or stealing a particular object before the enemy can run away with it.

MOVE ACTIONS

A model performing a Move action may be moved in any direction (and not necessarily in a straight line) for any distance up to its Speed characteristic.

TERRAIN

Rough ground and other hazards can slow a model down or stop it altogether. All terrain is defined as one of the following.

CLEAR

This includes town streets, flat and open ground, and gentle hills. There is no penalty for crossing this type of terrain.

DIFFICULT

Difficult terrain is anything that might impede a model's progress as it tries to cross the ground. It includes ruins, dense vegetation, walls and other barriers. A model trying to cross difficult terrain will have its Move halved during that Move or Melee action.

IMPASSABLE

This is terrain that is impossible for a model to cross, no matter how hard it tries! Huge buildings without openings, cliff faces and deep crevices are all examples of impassable terrain. A model cannot cross impassable terrain.

DANGEROUS

Some terrain is positively lethal! It includes deep pits, lava flows and vegetation filled with carnivorous plant life. Dangerous terrain is treated in the same way as difficult terrain except a model must make an Agility check after it has completed any action. If it fails, it automatically loses one Hit.

SHOOT ACTIONS

To perform a Shoot action, a model must be armed with a ranged weapon, such as a handgun.

It must also have Line of Sight to its target and the target must be in range of its weapon. Also, a model may not choose to make a Shoot action if an enemy is in contact with it.

A model with no Shoot score may not take a Shoot action.

LINE OF SIGHT

A model must be able to see its target, or at least part of it, in order to be able to shoot it. This means you may have to bend down to the table's height for a model's eye view! So long as you can see at least part of the target's body (flags and radio antenna do not count!), then the model has Line of Sight, and you can check the range.

RANGE

Every weapon used for shooting has a Range characteristic (see below). Measure a straight line from the edge of the attacking model's base to the edge of the base of the target. If this is equal to or less than the weapon's Range then you may attack!



WEAPON CHARACTERISTICS

Like models, weapons have characteristics too, showing how powerful they are in battle.

These are the characteristics of a basic handgun.

HANDGUN

RANGE	15"
SHOOTING DICE	1D
DAMAGE	1
AP	+0
SPECIAL RULES	—
COST	10

Range: The maximum distance a weapon can be used at in a Shoot action.

Shooting Dice: How many dice the weapon allows the model to roll in a Shoot action.

Damage: The higher the Damage of a weapon, the more likely it will destroy whatever it hits.

AP: The Armour-piercing characteristic is used to negate a target's Armour.

Special Rules: Some weapons have special rules that make them exceptionally powerful (or weak!). A full description of all Special Rules can be found on page 15.

Cost: Used in campaign games, this is how much a weapon costs to purchase for a model.

MAKING A SHOOTING ATTACK

Once you have selected a target during a Shoot action, and have checked it is in Line of Sight and in range, it is time to unleash hell!

To shoot, the attacking model rolls the number of Shooting Dice allowed by its weapon and adds its Shoot characteristic to all dice rolled.

The target model rolls one dice and adds its Agility.

Compare the highest dice totals of both the defender and the attacker.

If the attacking model did not beat the target model's roll, then it has missed!

Every Shooting Dice rolling higher than the target's Agility roll will be a successful attack. Each successful attack will deduct a number of Hits from the target equal to its weapon's Damage score.

If the target's Hits are reduced to 0 or less then it is removed from the game – either dead or very badly injured.

ARMOUR AND ARMOUR-PIERCING

It is a foolish punk who goes into battle without at least a little protection.

A model with an Armour characteristic who suffers damage from a shooting attack may escape harm altogether as the Armour absorbs the hit, not the model.

When the model has been hit by a shooting attack, roll a dice and add the model's Armour score. If the result is greater than 10, then no Hits will be lost. The attack has been deflected!

However, if the weapon has an AP score, this must be deducted from the dice roll. Very powerful weapons may make it impossible for Armour to protect a model – the weapon just blasts through any defences!

Note that a roll of a 1 for Armour is always a failure, no matter what your bonus is!

COVER

A target can sometimes be obscured by terrain and other models, making it much harder to hit or hurt.

When checking for Line of Sight, you may find the target is partially hidden by a building, rock, wall or something similar. If less than half the model is obscured in this way, then it is attacked normally. However, if more than half the model is obscured, it has cover.

There are two types of cover.

LIGHT COVER

This is cover that obscures the target but otherwise provides no great protection from incoming bullets. Examples include dense vegetation, smoke or a crowd of panicking civilians.

Light cover will grant a target a +3 bonus to its Agility when rolling against a shooting attack.

HEAVY COVER

This will provide a model with some decent protection and includes thick walls and buildings.

Heavy cover grants a target a +3 bonus to its Agility and a +3 bonus to its Armour score when rolling against shooting attacks.

MELEE ACTIONS

To perform a Melee action, a model must move into contact with an enemy model. If it is unable to do so (its Move is not high enough, for example), then this becomes an ordinary Move action.

When moving as a Melee action, the model obeys all the rules for terrain as described under Move actions on page 6.

WEAPON CHARACTERISTICS

Like shooting weapons, melee weapons also have characteristics. Below is a typical knife.

KNIFE

DAMAGE	1
AP	-1
SPECIAL RULES	—
COST	5

Damage: As with shooting, this demonstrates how powerful the weapon is.

AP: This is treated in the same way as for shooting weapons.

Special Rules: Any special rules the weapon uses are shown here. A full description of all Special Rules can be found on page 15.

Cost: Used in campaign games.

FIGHTING IN A MELEE ACTION

Once a model making a Melee action moves into contact with an enemy model, the scrap starts!

Both models roll a number of dice equal to their Melee Dice characteristic, adding their Melee score to all dice they roll.

The model with the single highest dice roll wins the fight.

Every Melee Dice that the winner rolled higher than the target's highest roll will be a successful attack. Each successful attack will deduct a number of Hits from the target equal to its weapon's Damage score.

If the target's Hits are reduced to 0 or less, then it is removed from the game – either dead or very badly injured.

Mighty Joe, a Gorilla member of an ape gang, is in a deadly hand-to-hand fight with Mean Al, a vicious human blitzer. Mighty Joe has three Melee Dice and adds +1 to the roll of each due to his Melee score of +1. He rolls a 4, a 6 and an 8, for adjusted totals of 5, 7 and 9.

Mean Al has four Melee Dice and a Melee score of +2. He rolls 1, 1, 8 and 9. With the adjusted totals of 3, 3, 10 and 11 Mean Al has two scores higher than Mighty Joe's highest adjusted total of 9. With no armour and just two hits Mighty Joe is removed from the game, while Mean Al looks around the battlefield for more victims.

ARMOUR AND ARMOUR-PIERCING

Armour is very useful in close combat, but some close combat weapons have been adapted to penetrate even thick armour. Armour and weapons with AP are treated in the same way as for shooting attacks.

WINNING A CLOSE COMBAT

If a model beats its opponent in a Melee action but fails to kill or destroy it, then its player has the option of moving



the enemy model 2" directly away from his own. He may then immediately move his own model back into contact (but is not required to).

You may find this useful to create a bit of room around an objective, or even to force an enemy to fall from a high wall!

You cannot push an enemy model into impassable terrain or off the table. However, we highly recommend pushing an enemy into dangerous terrain...

ONGOING CLOSE COMBAT

If both models are still standing at the end of a Melee action, then they are locked in close combat, a fight to the death! They cannot just walk away from the fight and both must take Melee actions in future turns until;

- One model is killed or destroyed.
- One model wins a close combat and pushes its opponent back without following it up.
- One model chooses to flee. . .

FLEEING CLOSE COMBAT

A player may decide that his model has no chance against its opponent – perhaps he has inadvertently placed his rookie judge in close combat with a Klegg!

When locked in close combat, you may choose to take a Move action. However, before your model can move, it must first fight an immediate round of combat. If it wins, it will not cause any damage to its opponent.

If it survives, it may then continue the Move action as normal.

CHARGING

If, when moving a model into close combat, you are able to move at least 3" in a straight line before touching your opponent model's, you will gain a charge bonus, reflecting the momentum of someone running full tilt into the enemy!

You will gain an extra Melee Dice for that action only.

You must be able to run at least 3" in a straight line before getting a bonus – you cannot charge around corners!

GANGING UP

If you have more than one model in base contact with an enemy, you can gang up!

For every extra model already in base contact beyond the first, each may add one extra Melee Dice and gain a +1 bonus to their Melee score. Get enough models in, and you will be able to overwhelm even the most skilled enemy!

COVER AND MELEE ACTIONS

An enemy dug deep into cover can be very hard to shift!

If a model engages an enemy that is in cover, then its opponent can force it to re-roll any of its Melee Dice.

Once this Melee action has been completed, the attacker will not suffer this penalty for future Melee actions against the same model, as it is assumed it will have clambered over or through the cover.

SHOOTING INTO CLOSE COMBAT

Cynical players may wish to fire indiscriminately into close combat, and to hell with the idea they might accidentally hit their own models!

For every dice rolled as a shooting attack, roll another dice. On a 1–5, the attack will be made against a random friendly model. On a 6–10, it will be made against a random enemy model.

SPECIAL ACTIONS

Special actions are used when a model does something, well, special.

Throughout these rules you will find various 'special cases' that use Special actions. For example, some complicated weapons require a model to take a Special action before it can take a Shoot action. If a model needs to plant a bomb on an objective, it must perform one or more Special actions to do so.

A Special action may only be used to do one thing. For example, a model may not use a single Special action to use a complex weapon and plant a bomb. This would require two Special actions.

HIDING

A model within cover may claim that it is hiding by taking two consecutive Special actions in the same Phase.

When an enemy model tries to draw Line of Sight to it, the model may then claim it is hiding and thus negate that Line of Sight, so long as at least half of it is obscured by the terrain giving the cover. A model will remain hiding in this fashion until the start of its next Phase, when it may choose to take two more Special actions to continue hiding.

CREATING A FORCE

Over the next few pages, you will find the force lists for both the Judges of the Justice Department, and the punks and juves of Street Gangs. When preparing for a game, you and your opponent should both create forces from these lists up to a fixed limit of Credits. From these Credits, you purchase models and equipment options from the force list you have chosen.

We recommend you start with forces of around 300 Credits when first learning to play Judge Dredd. Once you have chosen your force, turn to page 21 to play the Street Rumble scenario.



THE JUSTICE DEPARTMENT

The Judges are the lawkeepers of Mega-City One, fighting to protect innocent citizens from criminals and scum. Few in number, the Judges welcome only the best and the brightest into their ranks, and not all of those survive the 15 year training regime.

A force of Judges will be very well equipped and able to handle most situations. However, they will usually be outnumbered.

If a Justice Department force takes a Mercenary in a game and it survives, the player may spend twice the amount of Credits the Mercenary is worth and have it attached permanently to his force. However, the Mercenary must be of a lower level than the highest level Hero currently in the force. From this point, the Mercenary is considered a permanent member of the force in every way, and may begin to earn Experience Points.



STREET JUDGE

150 CREDITS

MOVE	5"
AGILITY	+1
SHOOT	+1
MELEE	+1
MELEE DICE	2D
WILL	+1
ARMOUR	+5
HITS	2

TYPE:

INFANTRY HERO

EQUIPMENT:

**BOOT KNIFE, DAY STICK,
LAWGIVER, STANDARD ISSUE
ARMOUR, STUMM GAS
GRENADES**



-CASE FILE-

The most public face of the Justice Department, the Street Judge is a highly trained and motivated individual, dedicated to the enforcement of the Law. Equipped with advanced weaponry and investigative equipment, there is very little a Street Judge cannot cope with.

ROOKIE JUDGE

75 CREDITS

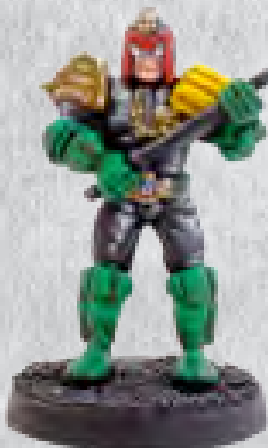
MOVE	5"
AGILITY	+1
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+0
ARMOUR	+5
HITS	1

TYPE:

INFANTRY MINION

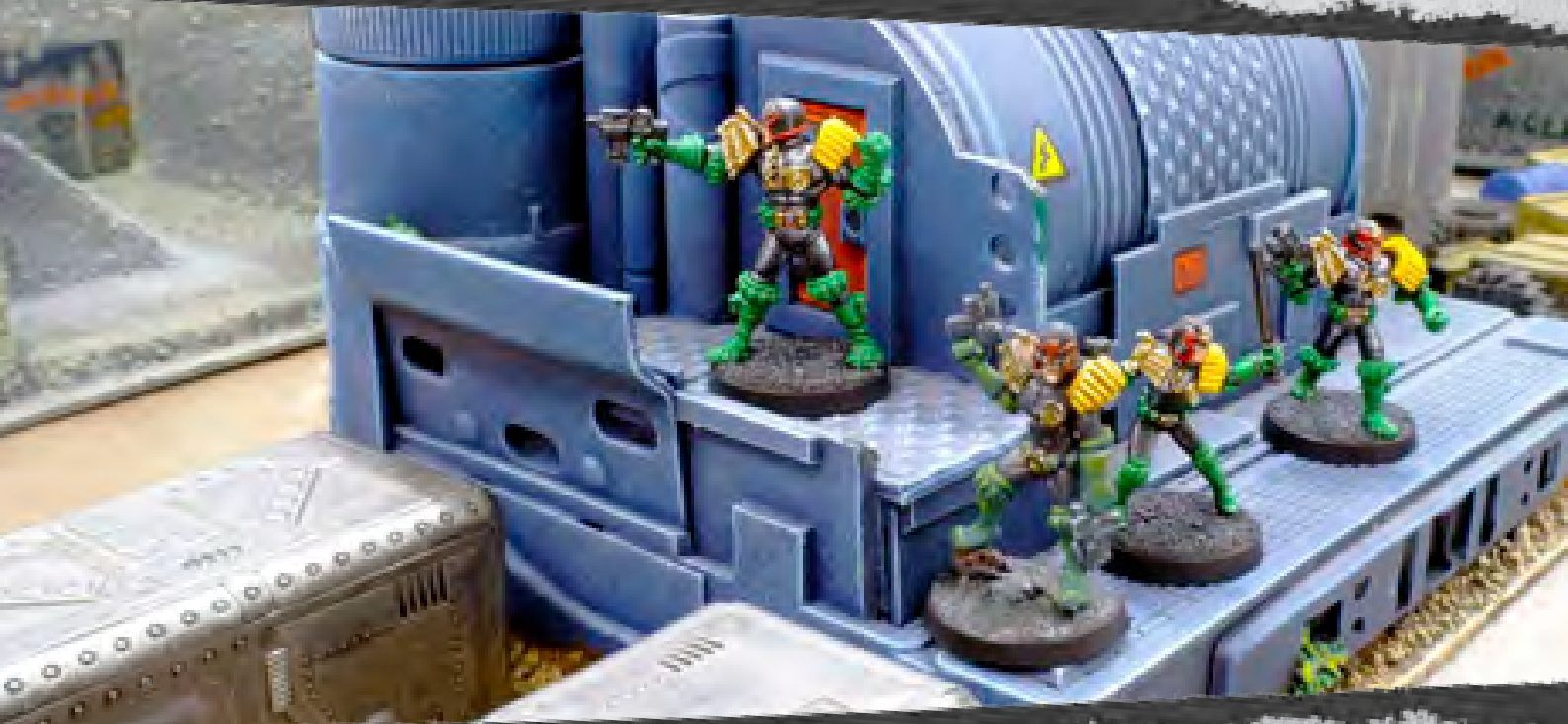
EQUIPMENT:

**BOOT KNIFE, DAY STICK,
LAWGIVER, STANDARD ISSUE
ARMOUR, STUMM GAS
GRENADES**



-CASE FILE-

Almost fully trained, this Judge is new to the streets of Mega-City One and lacks vital experience. Always under careful supervision, the Rookie Judge is learning valuable lessons in the field, eager to turn his half-badge into a full eagle.



STREET GANG

Every block has at least one gang, a collection of social misfits and brutal youths that ruthlessly control their territory. Gang members do not spend all their time committing crimes or fighting their rivals. Many spend their time simply hanging round in various parts of their block. Plazas, shopping malls and mezzanines are

favourite hanging-out places, although many favour the likes of vehicle bays or some seedy bar.

A street gang will usually outnumber its enemies and will be armed to the teeth, though it usually lacks sophisticated weaponry.



10 CREDITS JUVE

MOVE	5"
AGILITY	+1
SHOOT	-1
MELEE	-1
MELEE DICE	2D
WILL	+0
ARMOUR	+0
HITS	1

TYPE:
INFANTRY MINION



-CASE FILE-

The life of a typical juve is one of depression and boredom. All education prepares them for is a life of doing nothing, with the expectation they will never be employed, and it is no wonder so many join criminal gangs. In a gang, they will engage in continuous acts of petty crime, gradually escalating in severity as their boredom threshold gets ever narrower. Generally not too smart, most juves end up serving time in the juve-cubes, with many going on to be imprisoned in iso-cubes as they get older.

OPTIONS

- May be purchased up to 50 Credits of weapons, armour and equipment

20 CREDITS PUNK

MOVE	5"
AGILITY	+0
SHOOT	+0
MELEE	+0
MELEE DICE	2D
WILL	+0
ARMOUR	+0
HITS	1

TYPE:
INFANTRY MINION



-CASE FILE-

The majority of street gangs in Mega-City One are filled with cheap punks, petty criminals on the lookout for the one big score that will see them set up for life. The average punk is selfish, mean and violent, though they often have some loyalty to the gang they have pledged themselves to.

OPTIONS

- May be purchased up to 75 Credits of weapons, armour and equipment



EQUIPMENT

The universe of Judge Dredd has many strange and wonderful weapons and tools, and others that seem crude and decidedly low-tech. However, even a simple knife can improve a punk's chances of survival on the streets of Mega-City One, and a rich perp can afford the finest illegal weaponry money can buy. The Justice Department works hard to keep pace with evolving illegal weapons on the streets, and Judges are exceptionally well armed.

CLOSE COMBAT WEAPONS

Boot Knife: As basic a weapon as a Judge carries, the boot knife is wickedly sharp and has saved more than one Judge who would otherwise have been disarmed. The specialised Exorcist Judges carry boot knives with blades of solid silver.

Club: When there is nothing else about, a club makes for a perfectly respectable weapons – so long as the enemy does not bring a gun...

Day Stick: Nothing is better for breaking a punk's head. Adapted from the truncheons of old, the day stick is made from tough polymers that are all but unbreakable.

Fists & Feet: From his first days at the Academy of Law, every Judge is taught how to defend himself when disarmed, and shown exactly where to strike an enemy to cause the most damage.

Knife: Perfectly legal in one's home, a blade on the street will get a citizen an instant spot in an iso-cube – however, those within gangs will care little for that.

CLOSE COMBAT WEAPONS

Weapon	Damage	AP	Special Rules
Boot Knife	1	-1	—
Club	1	0	Smasher
Day Stick	1	0	Parry
Fists & Feet	1	0	Weak
Knife	1	-1	—

PISTOL WEAPONS

Weapon	Range	Shooting Dice	Damage	AP	Special Rules
Lawgiver Mk II	18"	3D	2	-1	—
Handgun	15"	1D	1	0	—
Spit Pistol	18"	3D	1	-1	—

PISTOL WEAPONS

Handgun: A powerful sidearm, handguns have come a long way and in Mega-City One, even a juve armed with one can become a Judge-killer.

Lawgiver Mk II: The very latest in sidearms from Tek-Div, the Lawgiver features a large magazine holding multiple shell types. Selected by voice command, the Judge is able to employ the best weapon against whatever threat he faces. Like all Lawgivers, the Mk II is programmed to be operated by its owner alone, and any attempt by someone else to use it will detonate the sidearm.

Spit Pistol: Capable of fully automatic fire, the spit pistol is a cut down version of the much-loved-by-perps spit gun. It chews through ammunition quickly, but few targets are left standing after a long blast.

WEAPON SPECIAL RULES

Parry: This weapon is well suited for knocking aside an enemy's attacks. You may force your opponent to re-roll one of his Melee Dice.

Smasher: This weapon is so heavy and brutal when swung with force, that it is impossible to stop. A Smasher weapon cannot be parried by any means.

Weak: This weapon is decidedly blunt or delivered with little force, making it easily foiled by armour, or even thick clothing. Models struck by this weapon gain a +2 bonus to their Armour rolls during its attacks. In addition, these weapons cannot cause critical hits.

ARMOUR

Leathers: A mixture of synthi-leathers and other hard materials, this armour is somewhat effective against light hits and yet maintains the popular punk-chic.

Pad Armour: The least effective armour a punk can get. By taking fashionable pads and layering them with resistant materials, even a juve can enter a fight with some protection.

Shell Jacket: A light, military-style bullet-proof jacket, this is commonly worn by Citi-Def units and wealthier punks.

Standard Issue: Given to all Judges expected to come into contact with the citizens of Mega-City One, this armour is extremely light and flexible, but still protects the Judge's most vital areas. It includes a Respirator.

Armour	Armour
Leathers	+3
Pad Armour	+4
Shell Jacket	+5
Standard Issue	+5



STREET RUMBLE

When two rival forces meet, it never takes much to get them reaching for weapons. This is a street rumble, a show of arms and aggression to demonstrate which force has the right to rule any given street, block or facility, be it a street gang, mobsters or the Law.

FORCES

Both players have equal forces in this battle, and neither player is considered to be the attacker.

SET UP

Both players roll a die, the lowest deploying all their models first. The highest rolling player deploys all his models second. Both players may set up no further than 10" from their own table edge.

Both players roll a die. The player who rolls the highest takes the first phase of the game.

SPECIAL RULES

None

VICTORY CONDITIONS

The fight continues until all the models in one of the forces have been removed from the table. The remaining force is the victor.



FIGHTING IN MEGA-CITY ONE

This rules primer has shown you all the basic rules needed to play the Judge Dredd miniatures game, but so much more awaits you! If you enjoyed these rules, check out the complete Judge Dredd miniatures game hardback rulebook, jam-packed full of action straight from the 2000AD comic strip.

With the Judge Dredd miniatures game rulebook, you will be able to:

- Try out more forces, including East Meg Judges, Renegade Robots, Fattie Stampedes, Zombie Hordes and many more!
- Customise the Heroes in your force with a wide array of Talents and equipment.
- Unleash the true power of the Lawgiver Mk II and its selectable ammunition, from Rubber Ricochet to High Explosive Rounds.
- Bring the vehicles of Mega-City One to your tabletop, including the Lawmaster, Pat Wagon and massive Manta Prowl Tank.
- The heroes and villains of the 2000AD comic strip can join your forces, allowing you to play with the likes of Psi-Judge Anderson, the Angel Gang, Ferree, Chopper and, of course, Judge Dredd himself!
- Play through not one, but two complete campaign systems, building up your force, gaining experience for your Heroes, and making your own mark on Mega-City One.
- Call upon Mercenaries and reinforcements to join your force whenever facing overwhelming opposition, including Kleggs, Pyrokinetics, JIMPs, Exorcist Judges and Superheroes.
- Face the Dark Judges – and try to survive!

All this and much, much more can be part of your own games with the 240 page, full colour, hardback rulebook, available at all good games stores right now!

