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# v1

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Game: **JUDGE DREDD: HELTER SKELTER**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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**Peter 'Universal Head' Gifford  
The Esoteric Order of Gamers**





## SETUP

Choose a **map** to play on.

Each player chooses a **team**. Take a reference card and your team's **character**, **action**, and **team cards**, **miniatures**, (with matching coloured bases attached), and **fragments of reality**.

Put your **character cards** faceup in front of you so the background of the cards matches up, and place each miniature on the corresponding character card.

Place a number of **health cubes** on each character card equal to the character's starting health.

Place your **team** and **reference card** near you and shuffle your **action cards** into a facedown deck in front of you.

Shuffle the map cards (with 2 players, first remove all **map cards** with the multiplayer symbol) and deal 10 to each player. Secretly choose 1 card for each character and place it facedown under that character card: this is will be their starting location. You may check these at any point, but keep them secret from other players until your characters are revealed.

Then, pass the 5 remaining cards to the player on your right. Place your **fragments** on the map spaces matching these cards, then remove the cards from the game.

Once everyone has placed their fragments, **draw 7 cards** from your action deck to form your hand.

The player whose fragment is on the lowest-numbered space goes first, and takes the **active player marker**.

## YOUR TURN

When you take your turn, follow these steps in order:

### 1. DEPLOY A CHARACTER

*If all your characters are deployed, skip this step.*

To deploy a character, reveal the map card underneath their card. Place the figure on the space with the same designation. Remove that map card from the game.

### 2. DEPLOY A CHARACTER OR TAKE AN ACTION (REPEAT ANY NUMBER OF TIMES)

To **deploy a character**, follow step 1.

To **take an action**, choose a **standard** or **combat** action and discard the card(s) required. Then perform the action. Always take 1 action at a time.

You may take this step any number of times, or not at all. You may deploy and take actions in any order.

### 3. DECLARE END OF TURN

Declare that you wish to end your turn.

## 4. DRAW CARDS

Draw 3 cards from your action card deck.

If drawing 3 cards would mean you had more than 7 cards, stop drawing once you reach 7. If at any point your deck runs out, shuffle your discard pile into a new deck.

Pass the active player marker to the player on your left. They now take their turn.

## ACTIONS AND DEFENCES

To take an action, choose a **standard** or **combat** action and pay the card cost required.

For **standard actions**, you must to discard 1 or more cards with the **character symbol** of the character taking the action.

For **combat actions**, you must discard a card with the appropriate **action symbol**. The symbol needs to be either **wild** or linked to the character taking the action.

Certain combat actions will trigger an opportunity for players to make a **defence**. To do so, you must discard the card with the appropriate action symbol, just as when taking a combat action (so it must be wild or linked to the defending character).

An action is only complete when all outcomes (figures moved, defences made, and damage taken) have been performed in full.

### STANDARD ACTIONS

#### MOVE

**Cost: 1 card with the character symbol**

**Move the character to an adjacent space** (a space that shares a border). If you're not already on a high-ground space, you cannot **MOVE** to a space on high ground – you'll need to **CLIMB**. You cannot **MOVE** through walls or onto falls.

#### CLIMB

**Cost: 2 cards with the character symbol**

Move the character to an adjacent high-ground space. If you're moving from high ground, use the **MOVE** action instead.

#### COLLECT FRAGMENT

**Cost: 3 cards with the character symbol or 3 cards with a dead character symbol**

Collect a fragment of your team's colour that is on the same space as the character. Place it in front of you: it is worth 1 point.

If you have a dead character, you can discard 3 cards with their character symbol to pay the cost. You cannot discard a combination of cards with the character's symbol and cards with a dead character's symbol.

### COMBAT ACTIONS



#### MELEE

**Cost: 1 card with the MELEE symbol (wild or linked)**

Choose an enemy character on the same space to be the **defender**. The defender must make a **BLOCK** defence or take 1 damage. If there are no enemy characters on the same space, you cannot take a **MELEE** action.



#### SMASH

**Cost: 1 card with the SMASH symbol (wild or linked)**

Choose an enemy character on the same space to be the **defender**. The defender must make a **BLOCK** defence or take 2 damage.

If there are no enemy characters on the same space, you cannot take a **SMASH** action.



#### SNIPE

**Cost: 1 card with the SNIPE symbol (wild or linked)**

Choose an enemy character in LOS to be the **defender**. The defender must make a **DEFLECT** or **PRECOG** defence or take 1 damage. If they are on a cover space, they can make a **COVER** defence instead.



#### SHOTGUN

**Cost: 1 card with the SHOTGUN symbol (linked)**

Choose an enemy character in LOS and at most 2 spaces away to be the **defender**. The defender must make a **DEFLECT** or **PRECOG** defence or take 2 damage. If they are on a cover space, they can make a **COVER** defence instead.



#### EXPLODE

**Cost: 1 card with the EXPLODE symbol (linked)**

Choose an adjacent space (or the space you're on) with at least one enemy character. Each character on that space is a **defender**. You do not need LOS to the target space, but the space must share a border with your current space.

Each defender must make a **DEFLECT** or **PRECOG** defence or take 1 damage.

It is possible to damage (and kill) your own character with an **EXPLODE** action. You can make a defence against your own **EXPLODE** action as normal.



#### PSI

**Cost: 1 card with the PSI symbol (linked)**

Choose an enemy character in LOS to be the **defender**. The defender must discard a card with the defender's character symbol. If they are unable to do so, the defender takes 1 damage.



#### FLY

**Cost: 1 card with the FLY symbol (linked)**

Move the character up to 2 spaces. You may move onto high-ground spaces at no additional cost. You may move over falls as if they were a space, but you may not end the **FLY** action on that space.



#### RALLY

**Cost: 1 card with the RALLY symbol (linked)**

Choose a character in your team on the same or an adjacent space to be the **ally**.

The character taking the action and the ally may take a **MOVE** or **CLIMB** action (you may just move the ally). For each character taking the **CLIMB** action, you must discard an additional card. The card must have that character's symbol or the **rally** symbol linked to either character.

This counts as a single action for the purposes of the **INTERRUPT** action.



## HEAL

**Cost: 1 card with the HEAL symbol (linked)**

Choose a character in your team on the same or an adjacent space to be the ally. You can choose the character taking the action.

The ally adds a health cube to their character card. A character can never have more health cubes than their starting health.



## INTERRUPT

**Cost: 1 card with the INTERRUPT symbol (wild)**

This action can only be taken out of turn. You can **INTERRUPT** immediately after another player has:

- completed an action (including any defenders taking damage or making defences), or
- declared end of turn.

You cannot take this action immediately after an **INTERRUPT** action.

When you **INTERRUPT**, you take an interrupting turn, in which you may deploy characters and take actions as normal. You may deploy and take actions as many times as you wish. The active player keeps the active player marker.

When you no longer want to deploy or take actions, declare end of turn. If nobody else announces an **INTERRUPT** action, play returns to the player with the active player marker. **Do not draw any cards from your action deck.**

You can also **INTERRUPT** another player's interrupting turn. The same rules apply: you can only **INTERRUPT** after they have completed an action (not including an **INTERRUPT** action) or after they have declared end of turn. When you declare end of turn, play returns to the active player.

After completing an action, always leave some time to allow other players to **INTERRUPT**. Never take multiple actions at the same time. If more than one player wants to **INTERRUPT** at the same time, the player whose turn is closest takes the action, and only that player discards the card required.

## DEFENCES



### BLOCK

**Cost: 1 card with the MELEE symbol (wild or linked)**

When this character is the target of a **MELEE** or **SMASH** action, make this defence out of turn to avoid all damage from that action.



### DEFLECT

**Cost: 1 card with the DEFLECT symbol (wild or linked)**

When this character is the target of a **SNIPER**, **SHOTGUN**, or **EXPLODE** action, make this defence out of turn to avoid all damage from that action.



### PRECOG

**Cost: 1 card with the PSI symbol (linked)**

When this character is the target of a **SNIPER**, **SHOTGUN**, or **EXPLODE** action, make this defence out of turn to avoid all damage from that action.



## COVER

**Cost: 1 card with the COVER symbol (wild or linked)**

When this character is the target of a **SNIPER** or **SHOTGUN** action and is on a cover space, make this defence out of turn to avoid all damage from that action.

## LINE OF SIGHT (LOS)

When you take a **SNIPER**, **SHOTGUN**, or **PSI** action, you need a LOS to the target character. The space occupied by your character is the source, and the space occupied by the character you're attacking is the target. Trace a line between the designations of the source and the target. You have LOS unless this line passes through something that blocks it.

## TERRAIN

### Walls

Walls are marked with a yellow outline. You cannot move through walls, and they block LOS. Spaces separated by walls are not considered adjacent.

### Cover

Cover spaces have their number in a black circle.

If you are in cover, you are able to use the **COVER** defence against **SNIPER** and **SHOTGUN** attacks. You cannot use the **COVER** defence if you're not in cover. Cover spaces block all LOS, except from high-ground spaces.

### High Ground

High-ground spaces have a double white line, with arrows pointing towards the high-ground space.

To move to a high-ground space from a space that isn't on high ground, you need to take the **CLIMB** action rather than the **MOVE** action.

If you're not on high ground, you can't see someone on a high-ground space, and high-ground spaces block LOS.

If you're on high ground, cover spaces don't block LOS. Also, if you are attacking someone on normal ground, other high ground spaces block LOS.

### Falls

Falls are marked with a magenta outline. You cannot move onto falls. Falls do not block LOS.

When you calculate your range for the **SHOTGUN** action, falls count as a space. Characters taking the **FLY** action can move onto a fall as if it were a space, but they cannot end their move there.

## DAMAGE AND DEATH

When a character takes damage, remove as many health cubes from their character card as the damage taken. When the last cube has been removed from a character, they have been killed – flip the character card facedown.

If you take a combat action that kills another team's character, take the figure and place it in front of you as a point. You do not earn points for killing your own characters. If you kill your own character, remove it from the game.

## ENDING THE GAME

Each enemy character you kill is worth 1 point.  
Each fragment of reality you collect is worth 1 point.

If you reach 5 points, you win. The other players don't get to take any more turns.

If all your characters are killed, you are eliminated and the remaining player with the most points wins. On a tie, the remaining players keep playing until one player has the most points.

## SPECIAL CHARACTER RULES

### THE JUDGES

#### HI-EX

Whenever *Chief Judge Hershey*, *Judge Anderson*, or *Judge Dredd* take the **SNIPER** action, after selecting a defender they may choose to make all other characters on the same space defenders too. This must include any friendly characters. All defenders decide individually whether to make a **DEFLECT**, **PRECOG**, or **COVER** defence or take 1 damage as normal.

### THE STRONTIUM DOGS

#### VAMPIRISM

Whenever an enemy character takes damage from a **MELEE** action taken by *Durham Red*, she may return a health cube to her character card. She can never have more than 3 health cubes.

### NIKOLAI DANTE

#### DEMONS

When *Lulu Romanov* takes a **MELEE** or **SMASH** action, she may choose an enemy character on an adjacent space to be the defender. She can still choose an enemy on her own space.

### SLÁINE MAC ROTH

When you play as *Sláine*, put aside the *Warp-Sláine* character card and matching figure. Take the 5 **warp cubes** and place them near your character cards.

#### WARP-SPASM

Whenever an enemy character takes damage from a **MELEE** or **SMASH** action *Sláine* takes, place a warp cube on his character card for each damage taken. Whenever there are as many (or more) warp cubes as health cubes on his card, immediately replace the *Sláine* character card and figure with those of *Warp-Sláine*. *Warp-Sláine* enters play with the same health as *Sláine* left with.

#### BERSERK

*Warp-Sláine* can use wild or linked **MELEE** symbols to take the **SMASH** action. He may never make the **BLOCK** defence.

#### STEALTH

At the start of the game, assign 2 map cards to *Ukko* instead of one. When you deploy him, place him on the space designated by one of the cards. Remove both map cards from the game.



## YOUR TURN

1. **DEPLOY A CHARACTER**
2. **DEPLOY A CHARACTER OR TAKE AN ACTION**  
(REPEAT ANY NUMBER OF TIMES)
3. **DECLARE END OF TURN**
4. **DRAW 3 CARDS** (up to hand of 7).

## ACTIONS AND DEFENCES

### STANDARD ACTIONS

#### **MOVE** 1 card with the character symbol

Move to an adjacent space. If not already on a high-ground space, you must **CLIMB** to a space on high ground. You cannot **MOVE** through walls or onto falls.

#### **CLIMB** 2 cards with the character symbol

Move to an adjacent high-ground space. If moving from high ground, use a **MOVE** action instead.

#### **COLLECT FRAGMENT**

##### 3 cards with character symbol / dead character symbol

Collect one of your fragments on the same space.

### COMBAT ACTIONS

#### **MELEE** 1 card with the MELEE symbol (wild or linked)

The defender (an enemy on the same space) must make a **BLOCK** defence or take 1 damage.

#### **SMASH** 1 card with the SMASH symbol (wild or linked)

The defender (an enemy on the same space) must make a **BLOCK** defence or take 2 damage.

#### **SNIPE** 1 card with the SNIPE symbol (wild or linked)

The defender (an enemy character in LOS) must make a **DEFLECT** or **PRECOG** defence or take 1 damage. If they are on a cover space, they can make a **COVER** defence.

#### **SHOTGUN** 1 card with the SHOTGUN symbol (linked)

The defender (an enemy character in LOS and up to 2 spaces away) must make a **DEFLECT** or **PRECOG** defence or take 2 damage. If they are on a cover space, they can make a **COVER** defence.

#### **EXPLODE** 1 card with the EXPLODE symbol (linked)

Choose your space or an adjacent space with at least one enemy character (LOS not required). Each character there is a **defender**. Each defender must make a **DEFLECT** or **PRECOG** defence or take 1 damage.

#### **PSI** 1 card with the PSI symbol (linked)

The defender (an enemy character in LOS must discard a card with the defender's character symbol. If unable to do so, they take 1 damage.

#### **FLY** 1 card with the FLY symbol (linked)

Move up to 2 spaces. You may move onto high-ground space and over falls as if they were a space (you may not end the **FLY** action a fall space).

#### **RALLY** 1 card with the RALLY symbol (linked)

You and an ally (a character in your team on the same or an adjacent space) may take a **MOVE** or **CLIMB** action (you may just move the ally). For each character taking the **CLIMB** action, discard an additional card with their symbol, or the **rally** symbol linked to either character.

#### **HEAL** 1 card with the HEAL symbol (linked)

An ally (a character in your team on the same or an adjacent space) adds a health cube to their character card (up to starting health).

#### **INTERRUPT** 1 card with the INTERRUPT symbol (wild)

This action can only be taken out of turn. You can **INTERRUPT** immediately after another player has completed an action or declared end of turn.

Take an interrupting turn. The active player keeps the active player marker. When you declare end of turn, if nobody else announces an **INTERRUPT** action, play returns to the player with the active player marker. **Do not draw any cards from your action deck.**

### DEFENCES

#### **BLOCK** 1 card with the MELEE symbol (wild or linked)

When you are the target of a **MELEE** or **SMASH** action, make this defence out of turn to avoid all damage.

#### **DEFLECT** 1 card with the DEFLECT symbol (wild or linked)

When you are the target of a **SNIPE**, **SHOTGUN**, or **EXPLODE** action, make this defence out of turn to avoid all damage.

#### **PRECOG** 1 card with the PSI symbol (linked)

When you are the target of a **SNIPE**, **SHOTGUN**, or **EXPLODE** action, make this defence out of turn to avoid all damage from that action.

#### **COVER** 1 card with the COVER symbol (wild or linked)

When you are the target of a **SNIPE** or **SHOTGUN** action and is on a cover space, make this defence out of turn to avoid all damage from that action.

## ENDING THE GAME

Each enemy character you kill is worth 1 point.

Each fragment of reality you collect is worth 1 point.



## DARK JUDGES EXPANSION

### SETUP

Any player can choose the **Dark Judges** as their team. Take the **character cards**, **action cards**, the **team card**, the **4 armour tokens**, and a **reference card** (from the main game). Return the solo cards to the box. Don't attach any bases to the Dark Judges.

Set up as normal, however after you have placed a map card facedown below each of your character cards, remove one of your 6 remaining map cards from the game (without revealing it to anyone). Then pass your 5 remaining cards to the player on your right as normal.

When you are handed 5 map cards by the player on your left, remove them from the game without placing any fragments of reality.



Finally, place an **armour token** on each of your character cards, with the *protected* side facing up.

### ARMOUR



When a Dark Judge is attacked during any player's turn, flip the armour token to its *vulnerable* side and do not remove a health cube from its character card. If the armour token is already displaying its *vulnerable* side, deal the damage as normal.

If the damage is from a **SMASH** or **SHOTGUN** action, flip the armour token to its *vulnerable* side and remove 1 health cube from the character card (the armour blocks only 1 damage).

If you make a defence, the damage is avoided. Do not flip the armour token.



At the end of every player's turn, flip any armour tokens from *vulnerable* to their *protected* side.

### SPECIAL RULES

#### DRIVEN BY DEATH

If you have a dead character, you can:

- discard an action card with their character symbol to pay the cost of any character's **MOVE** action, or
- discard 2 action cards with their character symbol to pay the cost of any character's **CLIMB** action.

#### CLOUD OF DECAY

If any character starts their turn in the same space as *Judge Mortis*, they must make a **DEFLECT** or **PRECOC** defence or take 1 damage. If this kills the character, take the figure as if you'd killed them in any other way.

*Cloud of Decay* doesn't affect other Dark Judges.

#### PARALYSING AURA

If a character is in the same space as *Judge Fear*, the cost for their **MOVE** action is increased by 1, to a total of 2 cards. The **CLIMB** action still costs 2 cards.

*Paralysing Aura* doesn't affect the other Dark Judges.

#### INFAMOUS ADVERSARIES

Each Dark Judge killed by another player is worth 2 points.

## PLAYING SOLO AGAINST THE DARK JUDGES

### SETUP

Choose which **map** to play on.

Choose a **team**. Take your characters and components and set them up as normal.

Place the **Dark Judges character cards** faceup near the play area, and place health cubes on each to match their starting health. Place an **armour token** on each character card, *protected* side up. Take the **fragments of reality** of a colour not in play and place them near the character cards.

Shuffle the **solo cards** into a facedown deck.

Find and remove all **map cards** with the multiplayer symbol. Shuffle all the remaining cards, draw the top one, and place one of your fragments of reality in the space designated. Then remove that card from the game. Repeat until you've placed all 5 of your fragments.

If you are instructed to place a fragment in a space that is adjacent to a fragment that you have already placed, draw a new card instead. Remove the unused card from the game.

Draw the top map card. Place *Judge Death* in the space designated and remove that card from the game. Repeat this process for *Judge Fire*, *Judge Mortis*, and *Judge Fear* (in that order).

Draw the top map card. Place one of your characters in the space designated and remove that card from the game. Repeat until you've placed all your characters (in any order). Remove all the remaining map cards and the Dark Judges action cards from the game.

Draw 7 cards from your action deck into your hand. You go first.

**SLÁINE:** When you play as *Sláine*, before placing your characters, draw the top map card and place it faceup under *Ukko*. When you come to place *Ukko*, you can place him on the space designated on either the card under him or the card you have drawn. After placing *Ukko*, remove both map cards from the game.

### GAME END

Each fragment of reality you collect is worth 1 point.

Each time you kill a Dark Judge, you double your fragments of reality. Do this by taking fragments from the ones next to the Dark Judges character cards.

If you reach 6 points, or you kill all the Dark Judges, you win.



If all your characters are killed, the Dark Judges win.

If you have collected 2 fragments and then kill a Dark Judge, you collect 2 additional fragments. If you kill a Dark Judge before you have collected any fragments, you get nothing.

## ON YOUR TURN

All your characters begin the game deployed on the map, so **you never deploy characters**.

### ATTACKING THE DARK JUDGES

Whenever you take a combat action that targets one or more Dark Judges as a defender, they might make a defence. Draw a solo card for each defender. If the appropriate defence is on the card, the Dark Judge avoids all damage from that action.

If no defence is listed or a different defence is listed, resolve the action as normal.

The rules for **ARMOUR**, **CLOUD OF DECAY**, and **PARALYSING AURA** work exactly as in a multiplayer game.

When you target a Dark Judge with the **PSI** action, they do not attempt to make a defence but must take 1 damage. This is prevented by armour as normal.

You can **INTERRUPT** the Dark Judges as normal. Once a solo card has been drawn, you must resolve it in full before you can take an interrupting turn.

### ENDING YOUR TURN

At the end of your turn, flip any armour tokens so their *protected* side is facing up. Then the Dark Judges take their turn.

### DARK JUDGES' TURN

Draw the top solo card. Starting with the top row, activate each Dark Judge in turn. When you activate a Dark Judge, resolve any actions listed next to their symbol (left to right).


When you have resolved the first solo card, draw another solo card and repeat the process. Then discard both solo cards.

Ignore any defences listed when resolving the solo cards.

Always activate *Judge Fire* first, followed by *Judge Fear*, *Judge Mortis*, and finally *Judge Death*.

If the solo deck runs out, shuffle the discarded cards into a new deck.

### DEAD JUDGES

When you would have activated a Dark Judge who has been killed, check to see if any of his actions have the  symbol. Ignore any actions without this symbol.

Any actions with this symbol are taken by the next living Dark Judge, as follows:



Take the action immediately, not when that Dark Judge would normally act.

## DARK JUDGES' ACTIONS

### MORE THAN ONE TARGET

Whenever a Dark Judge has 2 or more possible target spaces or characters, it targets the lowest numbered space.

If there is more than one possible target character in the same space, he targets the one with the fewest remaining health cubes.

If there is more than one possible target character with the same number of health cubes, you may choose who it targets.

### MOVE



If the Dark Judge is not already in the same space as one of your characters, it moves one space towards your closest character.

The Dark Judges always take the shortest path to your characters. Dark Judges can move onto high-ground spaces at no extra cost.

If the Dark Judge is in the same space as one or more of your characters, it instead does nothing.

### MELEE / SMASH



The Dark Judge takes a **MELEE / SMASH** action against a defending character who is in the same space.

If the Dark Judge is not in the same space as any of your characters, it instead does nothing.

### SHOTS



The Dark Judge takes a **SHOTS** action against the closest character in its LOS.

If the Dark Judge doesn't have LOS to any of your characters, it instead does nothing.

### SHOTGUN



The Dark Judge takes a **SHOTGUN** action against the closest character in its LOS. The character must be no more than 2 spaces away from the Dark Judge.

If the Dark Judge doesn't have LOS to any of your characters who are at most 2 spaces away, it instead does nothing.

### EXPLODE



The Dark Judge takes an **EXPLODE** action against its own or an adjacent space with one or more characters in it.

Dark Judges are not hit by **EXPLODE** actions from other Dark Judges.

If none of your characters are in or adjacent to a space with the Dark Judge, it instead does nothing.